COMP 101: Intro to Modding Outline

* Introduction and Explanation of Format
* Getting Started
  + File Organization
    - SG's Bullshit
    - Best Practices
    - Style
  + Text Editors
    - Atom
    - SublimeText
    - Notepad++
  + Writing for Mods
  + My First .rpy
  + Assets
* Script and Storyline
  + Activity 1: Init
  + Python for Babies
    - Syntax
    - How it works in Ren'Py
  + Activity 2: Definitions
    - Characters
    - Sprites
      * Flip vs xzoom
    - BG/CG
    - Audio
    - Transforms
  + Chapters and their place
* Intro to [ATL](https://www.renpy.org/doc/html/atl.html)
  + show
  + hide
  + with
  + x
  + y
  + [ease and its variants](https://easings.net/)
  + linear
  + Activity 3: Take ‘em for a walk, Arnie
* Outro and Review