**RELEASE SCHEDULE**

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| **Release Name** | **New incremental features of this release** |
| **Alpha 1.0** | **Audio is successfully uploaded and is recognized by the code** |
| **Alpha 1.1** | **Simple/Rudimentary line visualization similar to conventional LED level detectors that reacts to volume/gain level of freq** |
| **Alpha 1.2** | **Line visualization now reacts to certain frequencies of the audio input** |
| **Alpha 1.3** | **Line visualization now reacts to beat mapping of audio input** |
| **Alpha 2.0** | **Line visualization is now scrapped and a new circular basic visualization created** |
| **Alpha 3.0** | **Multiple circular visualizations are layered on top of one another, all reacting to separate things (volume, beatmap, frequency)** |
| **Beta 1.0** | **Randomized color and alpha based on beatmapping** |
| **Beta 1.1** | **Randomized placement of circles** |
| **Beta 1.2** | **Animations of alphas/colours** |
| **Beta 1.3** | **Object/Classes** |
| **Release Build 9.1** | **Possible UI/Menu for user upload of music** |
| **Release Build 9.2** | **Possible soundcloud audio input via hyperlink** |