Tempo Typer Design Notes

***Key Data***

* Contains all the data for each key on the keyboard.
* Only needs to check its own key for input when there is the coroutine running
  + m\_keyCode – Input Keycode for the key
  + m\_image – the raw image of the note background (potentially unused?)
  + m\_note – the transform of the note hit indicator for timing your press
  + m\_hitText – the text used to display the text of the note hit
  + m\_hasNote – is the coroutine running
    - replace with m\_noteCount – the amount of notes currently here

***StartNote()***

* Runs a timer from 0 to m\_noteTime
* If the user hits the key during that timer, it evaluates the current time on the animation curve to determine how close they were
* If no input is sent over the lifetime of the note, that note counts as a miss
* Instead of using a single note icon, use an object pool of them so a single note can have multiple. If input is sent when two notes exist, apply the input to the higher up one