Ideas for infinite mode

* Score system with points multiplier. Each correct check increases your points multiplier by a small margin, depending on how quickly you checked it. Making a mistake resets it (or at least severely slashes it)
* ‘Lives’ system – Player can make a certain number of mistakes before failing.
* Speed requirement – If you don’t check notes fast enough (e.g. if the game detects you’ve only done so many within a certain time period), you also get penalised. This encourages the player to hurry up, while the penalties for making mistakes encourages the player to slow down, forcing the player to balance rushing ahead versus playing it safe.