To do

* Button sounds for accepting/rejecting don’t seem to work
* Nothing happens in infinite mode when judging a note
* Implement switching to stopwatch timer in infinite mode
* Note counter doesn’t change in infinite mode
* Translucent overlay when opening reference list starts off enabled even if the window isn’t
* Null errors relating to creating/destroying notes, when going from gameplay to the main menu then back into gameplay
* Reference list doesn’t auto-hide on starting gameplay
* Make visual graphics for mobile-friendly GUI
* Note counter
* Timer
* Judge real
* Judge fake
* Play
* Settings
* Return
* Confirm
* Deny
* Destroyed object doesn’t count as null. If the player quits out of the game into the menu and then goes back in, a bug will occur with trying to access the old note which should be null due to being destroyed.
* Make scrolling noise from note counter machine
* Add scrolling noise to resolutions dropdown and level select
* Figure out how to add correct audio mixing to the UI sounds
* Add in-game sounds
* Crinkling plastic of banknotes being brought out and put away
* Rustling paper for list of checks being brought out and put away
* ‘Real’ noise
* ‘Fake’ noise
* Victory jingle
* Failure sting
* Add music
* While in levels
* Upon winning
* After failing the level
* Sound options in options menu
* Add drag control for panning
* Add double-finger drag control for X and Y rotation
* Add double-finger rotation for Z rotation
* Add double-finger pinch for zoom
* Infinite mode w/ score and lives
* Zen mode?