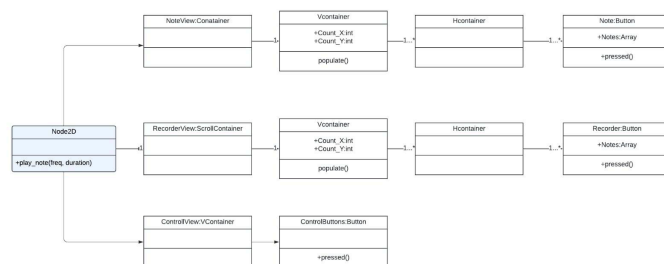Feature List
- Touch input
- Android porting
- Music notes
    - Keys holding showing note and frequency
- Music recorder
    - Save
    - Play
    - Clear
- Concurrent playing of music Notes and Recorder
    - States: Toggled, Saved, Empty
- Playing multiple notes at once
    - <Godot uses mouse emulation for touch, unable To do with redesign>

Issues
- Recorder doesnt work as I wasnt able to make threads/async work with AudioStreamGenerator
    - (Will keep running and crash)
- Only single press at a time due to how godot handles inout by default, would have required a redesign
- Notes will be static-ky towards the end, possible due to too bad samplerate or buffer size