Seventh Meeting Questions

State of Project:

Currently Predicts two segments to be the Chorus, using Highest mean energy and if the section repeats. Tested with a handful of songs, somewhat mixed results. Might need longer minimum segment time.

Found a game that I think I can work with!! Uses Unity. Based off Touhou which is another set of bullet hell games. From my initial look the game uses spell cards to change the arena. This could work well with segments.

Might want to look more into Touhou to see how they do scoring and mirror it here. Or change it.

Need to find a way to transfer the stuff from my plugins into the unity project. Might want to do this first so I know how I want to setup my game.