**1. Introduction**

**2. Literature Review**

2.1 Games Designed around Audio – Examples (Bullets per Minute, Guitar Hero, OSU)

2.2 Scoring on market games

2.3 Audio Analysis Methods

2.4 Audio Plugins – Vamp

**3. Methodology**

3.1 Game Design

3.1.1 Main Mechanic

3.1.2 Scoring

3.2 Latency issue? Not that applicable

3.3 Audio Analysis

3.3.1 Beat Detection

3.3.2 Segmentation (FIND SOME SOURCES)

3.3.3 Intensity (FIND SOME SOURCES)

3.4 Implementation

3.5 Results from first wave?

3.6 Experiment Design

**4. Discussion/Evaluation**