Progress Meeting. 09/03/2021

* Merging of Audio Analysis project and Game:
  + Beats – Reading in the values and making enemies shoot at the correct times
  + Segments – Change the Boss fight lengths to match each segment in the Song
  + Chorus – Visual and Gameplay feedback during the chorus
* Possible Edits to The Audio analysis program Depending on the needs of merging The two projects
* General game changes/Polish such as: UI, Audio fixes and Visual Feedback.