**Forte**

Proto - Proof of concept generative music mechanic, prototype level that demonstrates movement or collision detection leads to sound generation

Alpha - attack feature, timing enemy attack feature, one legit level with opportunity for dissonance

Beta - final boss completed, music/art updated, 2 music scores, losing feature

Final - debug, polish, any bonus levels

To do for prototype (by priority)

Music overlay

Some "art" for m.c. and bad guy

(Optional) Blinking bad guys

(Optional) Both arrow keys working together (and better in general)

(Optional) Brick sizing