We set out to write the project with the goal of achieving initial functionality before additional features, and as a result our chosen sounds are tones generated within DrRacket. This choice was based upon a need for immediate testing, as well as our intent to create a project which could reproduce chords accurately. The project’s functionality is based upon list and structure manipulation, with the initial world state being a structure of eight lists, a column indicator, a tick indicator, and playback state indicator. Devised of three parts, the big-bang function for the program utilizes on-mouse, on-tick, and the required on-draw functions. On-mouse checks the x/y position of the mouse click and then changes our list values to reflect the event’s action. On-tick reads recorded list values and plays sounds associated with them. Finally, the on-draw function reads the lists and changes based on the states of the values. All of these functions accomplish the specified goals and more in around 230 lines of code. In order to improve usability of the program, a play/pause button was added allowing the user to pause and resume playback of the loop. A blue circle appears at the bottom of the row currently being played to indicate the state of playback. The end result of these features and efficient implementation of the required components is a highly functional project submission.