- Came up with hitboxes for every track option (scrapped)

- Decided on a single hitbox within a class that can be called upon (scrapped)

- Instead made it an array that changes crystal tint and plays track (Josh worked on that)

- Added delta time so different tracts didn't play immediatly and off beat
  ↳ Instead it plays on the next down beat

Idea #1

Colour will change when selected

Instrument Types

Sound will play

Wand that follows cursor

Moves on axis