

I made a rhythm game because it's something I really enjoy playing, and wanted to make one myself.

- First I made the charter, to get the base of the format I wanted to use for the notes
- Then I made the player, using the format I made for the charter as a starting point
- Hold notes were really hard to make, since the `rect()` function starts from the top left (unless you use `rectMode(CORNERS)` but I learned that later

- [illegible]

- I talked issues out with friends a lot, since its easier to figure something out if you hear yourself describe the problem
- I would probably make the game be upscroll, meaning notes go from the bottom to the top of the screen, since that means the top left of the hold note rectangle would appear first and be easier to draw without bugs