**Session on 19.11.2020**

Animation and UI

* Make "lock in" a lot more visible either on wheel or on character, if I am occupied with things in environment then I can't easily remember what is locked and what is not. Also definitely UI visuals on character for toggled notes since wheel is not always on display.
* Make character legs a lot faster to match speed when running, or decrease speed of character a lot to match legs, 1.4 worked somewhat fine for me
* Walking animations is currently not tied to character?

Controller

* Strenuous pressing L2 and R2 halfway for a long time, maybe consider suggestion from Pichlmair to keep both note selector and note activator to analog stick?
  + Chords: You can then still sing in a direction only using analog stick and have other tones activate since you are toggling them "on" beforehand.
  + Pressure sensitivity: can maybe also be mapped to analog stick with the current cursor setup. Then pressure is a matter of how far you move the cursor towards the note section.
  + Recommend: At any rate, remove a "middle layer" animation for pressure sensitivity mapped to either R2/L2 or analog stick. Keep it to either extremes to avoid finger fatigue staying in the middle. I am also not sure why we would need to stay in a middle section.
    - In case of mapping pressure to analog stick, the distribution between loud and quiet zones (animation and gameplay) could be something like 30 / 70 and not straight up 50 / 50. Playing loudly is the normal way of going about, playing quietly is more a deliberate choice for puzzles.
* Hanna once suggested we consider ergonomics of circular motion using analog stick. I find this was a good idea and I still think so now that I am trying the wheel. We are definitely not changing up the wheel now, but maybe map new tones so that scale starts in lower right corner or straight down. Then going up the scale is an easy motion for the finger as opposed to having scale start straight upwards (awkward position to start in).
* Moving analog stick may sometimes take too long to switch between the notes if choosing a note not right next to the previous one. Should maybe be a shorter distance for cursor to reach opposite notes?
* I notice three ways of playing right now:

1. R2/L2 works as a sustain pedal if held in. You are using analog stick to just activate and switch between the sustained notes which also means you don't have to hold in the stick in the direction - you only have to activate the tone. It works very smoothly for playing melodies (legato).
2. Usual way I thought about controls is how you select a note with analog stick, press R2/L2 to start and then hold button in while also holding in analog stick in the direction. Not as simple, more things you have to do.
3. Similar to second one, you use analog stick to select a note and R2/L2 to intonate. Player may try to play notes lasting a very short time (staccato). It is a stable element in music but our game does not afford it very well since there is always fade-out on all notes when mapped to pressure sensitivity and you have to lift R2/L2 to stop playing.

* Banked notes: I notice a glaring problem when you have to kinds of banking for the same wheel. Either automatic or by toggling a note. Even if toggling does not have to mean banking a note, it is still two layers of complexity that are not visually displayed anywhere or communicated. I suggest cutting banking a note, or making banking only possible through toggling. It makes conceptually sense too. Furthermore, it makes it so that when holding down L2/R2 you can engage in playstyle 1. as noted above without playing a weird tone you had banked from the previous room.

Other

* I think character jump should be changed to 3 or at least higher than two. While we are not making a “platformer”, it still feels better to be a character who can jump. It also looks great with animation