~~Reset function for the tone bar~~

~~Easier way to change the Break Point~~

~~Fix BPM bug~~ **PUNT**

* ~~Faking wot?~~

Break point visualization

Win/Lose visualization

* Logic implemented. Will now fire a Debug.Log when someone wins. Visualization should be fired from here, too.
  + NOTE: ToneBars will reset when someone wins

~~One Spell per beat~~

* Placed a cooldown on how close together spells can be cast

Input feedback

~~Controller Mapping on screen~~

~~On/Off measure visualization~~

* Color change (white/grey)

~~Limit the spell casting window to On Measures~~

* Doing some math to check what measure the hit falls into