Bugs:

Pausing The game makes the music and patterns go out of sync  
Potential Fix(es): Find a way to rewind the track and patterns a little bit (like newer Guitar Hero games)

When holding space for shooting and you die, the space inputs count toward name input.  
Potential Fix(es): Find a way to delay active key strokes when the name input pops up

Game Feel:

Controls are very responsive, although certain keys are awkward to press (like ALT for bombs)

For the music test, the patterns synch up well to the music aside from the aforementioned bug.