11/8	Introduced the initial ideas and user stories for the project. The current vision is making a synthesizer that allows the user to play sound on a 12 key scale in real time. The user will be able to adjust the nature of the sound with a series of knobs that control Attack, Pitch, Cutoff etc.
	TASKS: Find libraries that will be effective in helping us with the creation of sound -> Completed by Giles
11/10	Changed the vision for the project. Now the user will be able to adjust the nature of the sound with an adjustable sine wave, which will adjust in real time what the output sounds like.
	TASKS: Get comfortable with the JMusic library for the next class -> Completed by Giles and Sam
11/12	Changed the goal of the project. The current vision is to have the user be able to record and produce .midi files based on what they have played and recorded. The user will be able to play multiple instruments at a time and the sound will be played at the same time
	TASKS: Find how to record and output .midi files
11/15	Increased the number of features after finding the amount of work that it will take to effectively make the sound. Given that we learned that the sound can be handled with relatively simple to implement code smippets, we are going to add some depth to the program.
	TASKS: Update the method that is used to play sound -> Completed by Giles
11/17	Decide to add the the music score output to the project
11/19	An object of mass m slides on a frictionless loop-the-loop apparatus. The object is released from rest at a height h above the top of the loop (see the figure)
	TASKS: Create the UI -> Completed by Sam
11/29	Assigned the task of starting to add the event handlers to Griffin and Rah. Removed the functionality of the sine wave, we found that it would take too much time to implement effectively.
12/1	Same as above
12/3	Same as above
12/5	Need to finish literally the entire rest of the project
	TASKS: Everything else