

We need to figure out how to play the initial sound, and look into libraries that will help us figure it out.			
Griffin and Rah will need to install intelliJ			
We need to agree on a singular UI/Project vision			
We need to all have an idea of the music terms that are being used			
Getting comfortable with the JMusic library so we can use it for the project			
Figure out how to play notes with JMusic			
Figure out how to play multiple notes with JMusic			
Figure out how to record what notes that have been played by the user			
Figure out how to output that recording into a midi file			
Get an initial idea how the UI should look			
Add the event handlers that play music once the keys are pressed			
Add the event handlers that change the instrument from the drop down menu			
Add the event handler that changes the note length with the note length slider			
Add the record functionality t the record button			
Add the functionality to the infinite note check -> Change the note length to inf			
Add the functionality to the key -> Change key based on the selection			
Add the functionality to the reset button			
Design and finish the UserManual			
Design and finish the DesignManual			
(Product Backlog)			