

Produce synthesized pitches which are part of the 12-tone scale in real time				
Have a choice over what sort of synthesizer waveform we can use (Triangle, Square, etc.)				
Control the timbre of the sound using a Cutoff knob				
Determine the speed of sound using an Attack knob				
Determine how quickly a pitch ends using a Release knob				
Indicate whether a pitch is active				
The user should be able to control the volume of the outputted sound				
Ability to transpose				
Sleek, simple, cohesive design for the keyboard & knobs				
The pitches are mapped to the keys on a UI keyboard				
Pitches are labeled (ex. C4, F#4, etc.)				
Cutoff, attack, and release can be controlled by UI elements				
While adjusting, level numbers are displayed.				
Dropdown folder with choices of waveform shapes.				
Observe whether a pitch is being played with a monitor light (turns green while a pitch is active, gray while inactive)				
Control the length of a pitch				
Record a composition				
Reset the recording				
Change the instrument sound produced when playing keys				