**Ideas**

* Make it play notes.

This means that in code I will make “if” statements like this:

**If (frequency > 250 && frequency < 270) {**

**frequency = 261.63**

**}**

The standard C4 note has a frequency of 261.63 Hz. Implementing this idea would ensure cleaner sound and no “false” notes. It would make it more user friendly.

**Along with this, a cardboard indicator** would make sense. The cardboard indicator was a idea I already had, but without the “note correction” it would still play false notes most of the time. This will however cancel out some smoothness in stepping up or down notes in a streak (I’d like to call this “sliding”), but I’ll have to see that after I test this, since a guitar slide also sounds very good. ***IMPLEMENTED (With adjustments to the idea)***

* Make it have a rhythm system

The idea of this is to **press a button** to change when the speaker goes on and off. So, let’s say when you press the button, it makes the speaker turn on and off every 500 microseconds (0.5 seconds). It gives a rhythm to it. It’s a very simple thing to add, and it could make a huge difference in interaction of the sounds produced with the user.

**DISCARDED, Because the user can change the volume and make their own rhythm.**

* Have a button to toggle Note-Correction

The title of this idea says it all.

* A LED screen that displays which note is being played or what volume the user is on.

**DISCARDED**