AudioVisual will be:

* An OpenGL/PortAudio project

Initial steps:

* Respond to audio input with graphics

Port Audio Implementation:

* Want to:
  + Initialise correctly:
    - Choose device
    - Choose channels
    - Choose sample rate
  + Tell something that you have some audio data, and give it to them
* Initial test:
  + Build a program that records continuously and outputs the average amplitude of the recording every second, by checking a lockable data structure.