DExperiment to do list:

1. Create catch trials
   1. ~~Make 50% use~~ **~~past~~** ~~sentences~~
2. Create opening menu – subject and group directs code to different dirs.
3. Create correct randomization
4. ~~Create ablock break window~~
5. complete instrucations
6. create emotional reactivity?
7. Create data keeptracking and saving

IMMEDEATE:

* Function \_split\_train\_and\_post\_trials at TasksAudioDataManager.py
  + Re-write according to instructions
* \_redefine\_sentences\_according\_to\_phase at TaskData at DCT.py
  + Allow definition of more phases
* At the event\_timed\_initment of TaskData:
  + Address the issue of more options
  + Change the TRIALS constant at the DCT.py to be an attribute of TaskData

Such that amount of trials/sentence repetitions will be computed within TaskData according to an \_\_init\_\_ argument from console