Project Name: Project Broomstick

Week of: 10/28 – 11/3

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Brief Summary: We have taken feedback from the demonstrations to the trustees and proceeded to clean up the basic game before developing further. Things were erased and added to create a better and friendlier product for the user.

This week:
    (a) Our "wins"
- Added the midi file
    - Plays 8th notes
    - Continues to play but volume changes from max to zero when incorrect
    - Fixed the problem with the duration*

- Removed array
    - No longer needed

    (b) Outstanding issues
- Updating the blips/pulsating beat

- User-friendliness
    - Encouraging the user to hit the beat and not specifically the dot
    - Making the space that the user has to collide with a different shape or size

Next week plans:
- Midi file precision
    - Contact/collision areas
    - Timing
        - the Pygame clock and the game ticks

- Begin development of other screens
    - Menu
    - Instructions
    - Levels (easy, medium, hard)