Project Name: Project Broomstick

Week of: 9/24 – 10/1   Week Five

Submitted by: Destiny, Alex, and Meghan

Brief Summary: We have met our September goal of creating a basic conducting beat game with the leap motion. The program plays the notes to "Marry Had a Little Lamb" when the user's pointer follows the 4/4 conducting pattern at 60 BPM.

This week:
    (a) Our "wins"
- Shake-y but working beat game. The beats of the song loop around the conducting pattern and will play the corresponding note when the pointer is in the vicinity of the circles representing the beat.
- If the pointer does not make it into the vicinity of the circle in time, that note will not play and the program will continue on to the next beat.

    (b) Outstanding issues
- Updating the triggers each second to visually show where the beat is.
- Accounting for songs with notes that are not on the beat.

Next week plans:
- Adding visual cues to indicate where the beat is in the conducting pattern.
- Establishing a point value system for the game.
- Begin to add more visually appealing graphics.