**This \*\*\*\*\*\*(pdf)\*\*\*\*\*\* document**

* **What will your program look like at the end?**
  + A game similar to Tap Tap Revolution (media player with visualization)
* **How will the user input work? (e.g., clicking, keys on the keyboard, specifying a file, what have you**
  + Select mp3 file, selecting visualizing style, pressing specific keys to the beat
* **How will the program respond?**
  + Cues regarding key pressing (perfect, late, early, missed, etc.), user input
* **What purpose does it serve? (e.g., is a game, a productivity tool, a screen saver?)**
  + Game

**Namely, provide a list of the classes you will define.**

**For each:**

* **Describe the semantics and use of the class. What does it represent? When your program is run, does one instance exist? or a few? or many?**
* **What are the member variables (names and types)?**
  + **What does each represent semantically?**
  + **Why are they public/private?**
  + **Why are they the type they are?**
* **What the constructor(s)?**
  + **If there is only one, why?**
  + **If there is more than one, why? and how do they differ?**
* **What are the methods (return type, name, argument types)?**
  + **What do they do (in words, not code)?**
  + **Why are they public/private/static/not-static?**
  + **Are they recursive?**
* **In addition, provide a description and/or diagram of how your classes interact with each other**