Now that this project is reaching some sort of closure, I’m going to talk about what I feel went well, what went poorly, and all the in-betweens. Before I get into the finer points, I want to say I’ve had a fantastic time working on this project in my final semester. We hit our stride, quickly overcame problems, and built a more-or-less fully functioning program by the end. Our first semester was very difficult – we were swimming in unfamiliar waters. No audio experience, and minimal experience with thinking outside of a set of guidelines for code caused us many delays