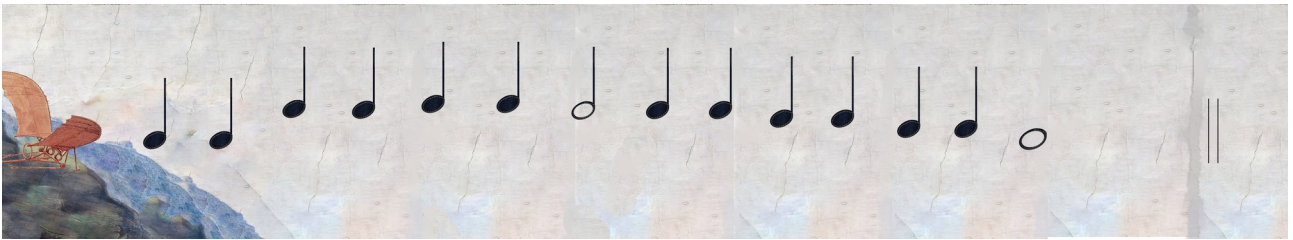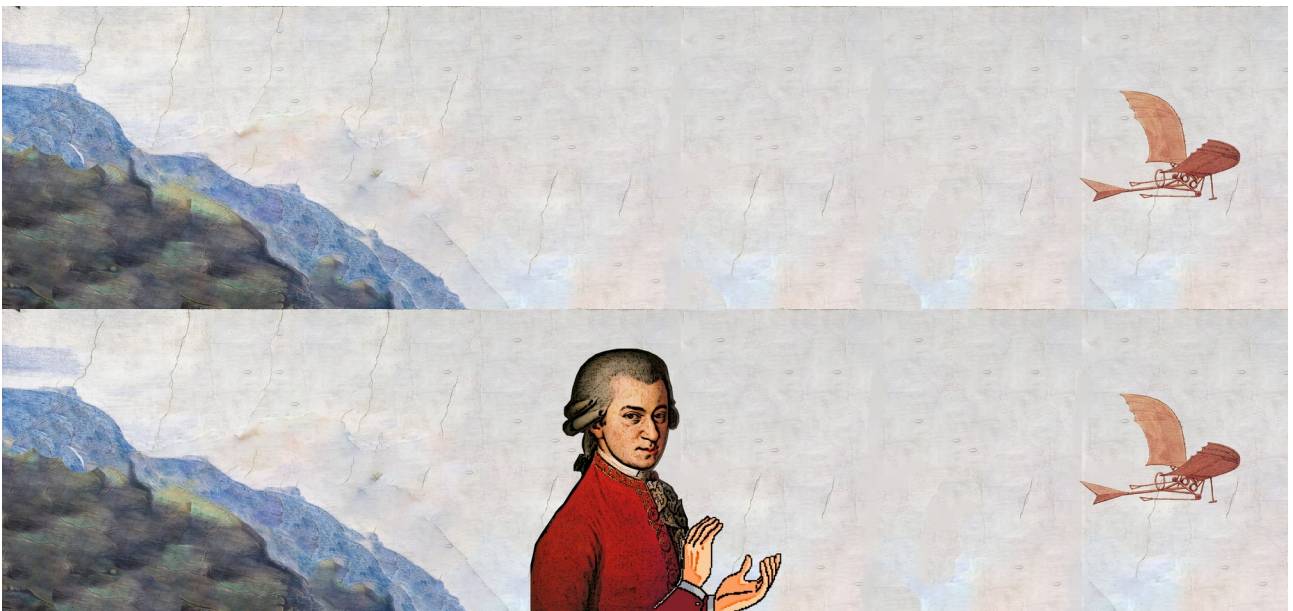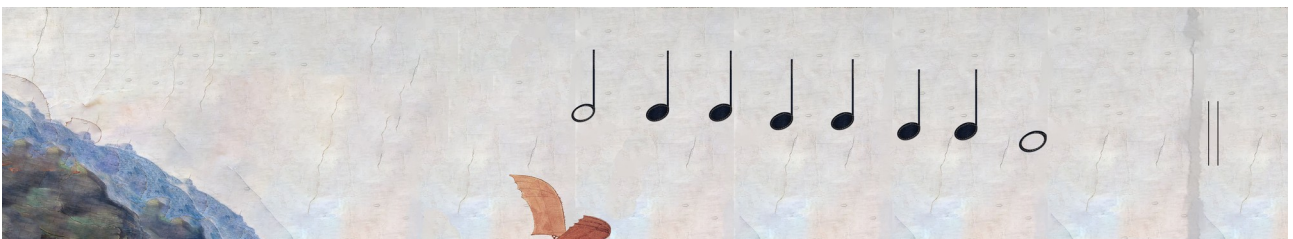Fly game_specification

The user with the plane has to catch all the note in the picture. There is a sound dedicated for each note.

When the user succeed to catch all the note, he win and a gif show up in the center.

If the plane fall, it disappear from the screen and we can hear a crash_sound.wav

Tere is three different pannel, each pannel got its own gif and it own score.

Mozart_pannel.png
Bach_pannel
Brahms_pannel
Beethoven_pannel

Sounds board :

- **Beethoven**

n1	E2.wav
n2	D2#.wav
n3	E2.wav
n4	D2#.wav
n5	E2.wav
n6	B2.wav
n7	D2.wav
n8	C2.wav
n9	A2.wav
n10	C1.wav
n11	E1.wav
n12	A2.wav
n13	B2.wav
n14	E1.wav
n15	C2.wav
n16	B2.wav
n17	A2.wav

- **Mozart**

n1	C1.wav
n2	C1.wav
n3	G1.wav
n4	G1.wav
n5	A2.wav
n6	A2.wav
n7	G1.wav
n8	F1.wav
n9	F1.wav
n10	E1.wav
n11	E1.wav
n12	D1.wav
n13	D1.wav
n14	C1.wav

- Bach

n1	D2.wav
n2	G2.wav
n3	G1.wav
n4	B2.wav
n5	D2.wav
n6	D1.wav
n7	G1.wav
n8	A2.wav
n9	B2.wav
n10	A2.wav
n11	B2.wav
n12	G1.wav
n13	G1.wav
n14	G1.wav

- Brahms

n1	C1.wav
n2	C1.wav
Etc.	G2.wav
	E2.wav
	C2.wav
	D2.wav
	B2.wav
	G1.wav
	C2.wav
	D2.wav
	E2.wav
	D2.wav
	C1.wav
	C1.wav
	G2.wav
	E2.wav
	C2.wav
	D2.wav

	B2.wav
	G1.wav
	C2.wav
	B2.wav
	A2.wav
	G1.wav