*Last updated: 2013/02/01*

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# To-Do list

Items that are strike-through are completed

Items in italics may be implemented at a later date

### Audio

* + ~~AudioInfo~~
  + ~~AudioClips [static]~~
  + ~~AudioLoader [static]~~
  + ~~IAudioPlayer [interface]~~

### Data

* + ~~Infos~~
  + ~~Note~~
  + ~~Pattern~~

### Data/Parser

* + ~~IParser [interface]~~
  + ~~ParserException [exception]~~
  + ~~ParserBase~~
  + ~~ParserBSF - Beats2~~
  + ~~ParserSM - StepMania~~
  + ParserDWI - Dance With Intensity
  + ParserKSF - Kick It Up
  + ParserTNK - ElectronikA
  + ParserBMS - Be-Music Script
  + ParserBME - Be-Music Script Extended
  + ParserPMS - Feeling Pomu
  + ParserFOF - Frets on Fire
  + ParserJUB - YouBeat
  + ParserOSU - osu!
  + ParserPPD - Project -Project DXXX-
  + ~~ReadAheadStreamReader~~
  + *InfoCache [static]*
  + *DataCache [static]*

### Data/Generator

* + *WaveformData*
  + *WaveformFilter*
  + *BpmCalculator*
  + *PatternLoader [static]*
  + *PatternCache [static]*
  + *PatternMatcher [static]*
  + *PatternWriter [static]*

### Graphics

* + SpriteBase
  + SpriteLoader [static]
  + SpriteCache [static]
  + SpriteFlat
  + SpriteFlatData
  + SpriteAnim
  + SpriteAnimData
  + FontMesh
  + FontMeshData
  + FontBuilder [static]
  + FontLoader [static]
  + FontCache [static]
  + Transitions
  + *EmbeddedBrowser*

### Input

* + TouchEvent
  + TouchListener [static]
  + MouseListener [static]
  + *KinectListener [static]*
  + KeyEvent
  + KeyListener [static]
  + CollisionChecker [static]

### Network

* + *Sign-in, online store, etc.*

### Score

* + Event
  + Accuracy
  + Score
  + Scoreboard [static]
  + *Replay*
  + *ReplayLoader*
  + *ReplayWriter*

### Settings

* + ISettings interface
  + SettingsLoader [static]
  + SettingsWriter [static]
  + SettingsThemes [static]
  + SettingsNoteSkins [static]
  + SettingsGameplay [static]
  + SettingsMachine [static]
  + *SettingsNetwork [static]*

### System

* + ~~BeatsException [exception]~~
  + Constants [static]
  + ~~Logger [static]~~
  + Rand [static]
  + Screens [static]
  + Strings [static]sss
  + SysInfo [static]
  + ~~SysPath [static]~~
  + Tracker [static]
  + *Vibrator [static]*
  + *Updater [static]*
  + *Downloader [static]*
  + *Unzipper [static]*

### Menu

* + MenuBaseScene
  + FpsCounter
  + BackButton
  + TitleBox
  + *LoginButton*
  + *LoginBrowser*
  + *LoginInfoBox*
  + ModeInfoBox
  + BeatsLogo
  + BackgroundImage

### Menu/Splash

* + SplashScene
  + SplashMessage

### Menu/Home

* + HomeScene
  + HomeMenuItem
  + HomeMenuLeft
  + HomeMenuRight

### Menu/ModeSelect

* + ModeSelectScene
  + ModeInstructionsBox
  + ModeDescriptionBox
  + ModeSelectList
  + ModeSelectItem

### Menu/ModeSelect

* + MusicSelectScene
  + MusicInfoBox
  + MusicSongList
  + MusicSongItem
  + MusicSpeedSetting
  + MusicDifficultyList
  + MusicDifficultyItem
  + *MusicSettingsButton*
  + *MusicSettingsList*
  + *MusicSettingsItem*
  + *MusicSettingsItemOptions*
  + *MusicSettingsDescription*
  + MusicStartButton

### Menu/Results

* + ResultsScene
  + ResultsFrame
  + ResultsNextButton

### Game

* + GameBaseScene
  + NoteBase
  + SettingsInfoBox
  + SongTitle
  + SongProgressBar
  + HpBar
  + ComboText
  + BurstGauge
  + AccuracyText
  + OverlayFrame
  + OverlayButton

### Game/Beats

* + BeatsScene
  + BeatsScene4
  + BeatsScene5
  + BeatsScene6
  + BeatsScene7
  + BeatsScene8
  + BeatsNoteMine
  + BeatsNoteTap
  + BeatsNoteHold
  + BeatsNoteRoll
  + BeatsHitbox
  + BeatsFrame
  + BeatsDpadButton

### Game/Technika

* + TechnikaScene
  + TechnikaScene3
  + TechnikaScene4
  + TechnikaNoteMine
  + TechnikaNoteTap
  + TechnikaNoteHold
  + TechnikaNoteRoll
  + TechnikaNoteSlide
  + TechnikaNoteChain
  + TechnikaNoteRepeat
  + TechnikaSlider
  + TechnikaFrame

### Game/Square

* + SquareScene
  + SquareScene3
  + SquareScene4
  + SquareNoteMine
  + SquareNoteTap
  + SquareNoteHold
  + SquareNoteRoll
  + SquareHitbox
  + SquareFrame

### Game/Taiko

* + TaikoScene
  + TaikoScene2
  + TaikoScene4
  + TaikoNoteMine
  + TaikoNoteTap
  + TaikoNoteRoll
  + TaikoHitbox
  + TaikoFrame

### Game/Mai

* + *MaiScene*
  + *MaiScene4*
  + *MaiScene6*
  + *MaiScene8*
  + *MaiNoteMine*
  + *MaiNoteTap*
  + *MaiNoteHold*
  + *MaiNoteSlide*
  + *MaiHitbox*
  + *MaiFrame*