

Each key on the piano will correlate with the image of a music note shown.
If the user gets the answer correct and presses the correct key on the keyboard,
a new image will appear and they can move forward with the game.
If they get the answer wrong, they will get a red X marked in the left corner.
3 strikes and you're out.

If they get it correct they will get a green music note in
the right corner. If they get 10 questions correct, they
win!

Yes... I realize the Clefs are missing from the staff,
but I couldn't figure out how to make one in this
program.

