Music App

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What have done:

Add button timing detection that can detect whether user press it too fast or too late.

Add the timing cycles that user can know when to press the button

Add two example tracks, easy and normal.

Next Step:

Detect the button pressed more accurate.

The FPS problem, I think the FPS of the screen is a little low that some animation seems like lagging.

When the TimerTask is too many, the Timer may cause some delay that the timing would be wrong.

I want to test another method to detect the button pressed.