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 works of Timer are too many, it may cause some delay that the cycle timing would be wrong.

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

Manage the memory better by releasing unused memory.

Add the graphic that show the timing when user pressed the button and how is the user’s performance.

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**What have done:**

Add one piano track for user to play

Fix the bug for practice mode

**Next Step:**

The memory problem still exists. The animation of the falling cycles will lag when the song plays a while.

When the works of Timer are too many, it still causes some delay in the end.

New method for detecting button pressed is still trying.

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**What have done:**

Add one more piano track for user to play (Canon)

**Next Step:**

Implement different animation methods