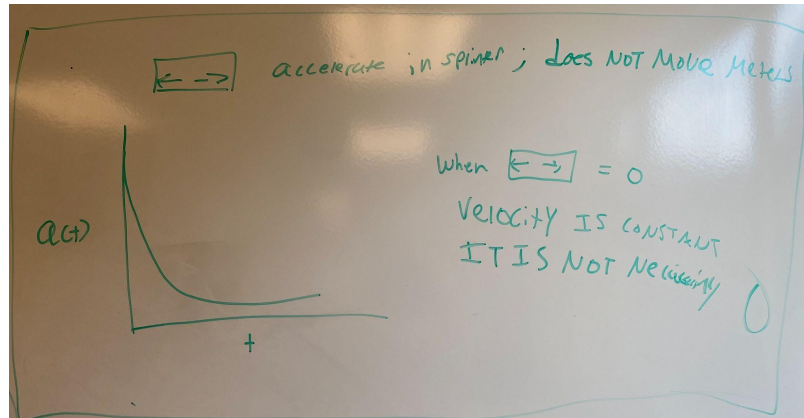


1. Possibly utilize acceleration instead of the standard movement of 1 m per key
 - a. Possible acceleration formula: $k(1 + 1/cn)^{cn}$
 - i. $(1 + 1/n)^n$ approaches e , 2.718
 1. c and k are constants that basically modify how much and how fast the acceleration do its thing
 2. n = rhythm streak



- b.
2. If you don't want acceleration, potentially make the increments less than 1m; 1m movement may look somewhat jank on the screen