# 1 SEPTEMBER 2016

**Initial To-Do List: (finished basic implementation are crossed out)**

- ~~Piano~~
    - ~~Playing function~~
    - ~~Playback function~~
- Adjusters
    - ~~Beat~~
    - Volume
    - ~~Tempo~~
    - Chord
    - Octave
    - Hand
    - Instrument
- UI Elements
    - Menu
    - Tutorial
    - Decors
    - Intro
- Content
    - Sample songs

**DONE:**

- Piano
    - Individual sprites
    - Play the correct corresponding note when clicked
    - Memory system for playback
- Adjusters
    - Beat
        - Button and keyboard
        - Playback support
    - Tempo
        - Button
    - Chord
        - Experimental version with no playback support
        - Keyboard controlled

**BUGS:**

None found

**2 SEPTEMBER 2016**

**Initial To-Do List: (finished basic implementation are crossed out)**

- ~~Piano~~
    - ~~Playing function~~
    - ~~Playback function~~
- Adjusters
    - ~~Beat~~
    - ~~Volume~~
    - ~~Tempo~~
    - ~~Chord~~
    - ~~Octave~~
    - ~~Hand~~
    - Instrument
- UI Elements
    - Menu
    - Tutorial
    - ~~Decors~~
    - Intro
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    - Sample songs

**DONE:**

- Adjusters
    - Volume
        - Volume slider
        - Visual for volume (circular)
    - Tempo
        - Long click for rapid adjustment
    - Chord
        - Playback support (up to 4 chords)
    - Hand
        - Button
    - Octave
        - Implemented variable

**BUGS:**

- Visual for volume have inconsistent layer positionings [(fixed 9/6) - increase time interval between (go to front) blocks]
- Playback with two hands and different beats results in unsynchronized notes [(fixed 9/6) - implementing a system where the hand with the smaller beat will set a common beat for the playback, forcing the other hand to wait for the correct time interval should it advance faster than it should be], and in the circumstances in which both hands are playing at the same beats, the common beat is ignored

# 3 SEPTEMBER 2016

**Initial To-Do List: (finished basic implementation are crossed out)**
- ~~Piano~~
    - ~~Playing function~~
    - ~~Playback function~~
- Adjusters
    - ~~Beat~~
    - ~~Volume~~
    - ~~Tempo~~
    - ~~Chord~~
    - ~~Octave~~
    - ~~Hand~~
    - Instrument
- UI Elements
    - Menu
    - Tutorial
    - ~~Decors~~
    - Intro
- Content
    - Sample songs

**DONE:**
- Adjusters
    - All
        - Fisheye effect when pressed
- Decors

**BUGS:**
- Rapid clicking of buttons will cause fisheye effect to persist [(fixed 9/5) - decrease time interval between applying and wiping fisheye effect]

**6 SEPTEMBER 2016**
**Initial To-Do List: (finished basic implementation are crossed out)**
- ~~Piano~~
    - ~~Playing function~~
    - ~~Playback function~~
- Adjusters
    - ~~Beat~~
    - ~~Volume~~
    - ~~Tempo~~
    - ~~Chord~~
    - ~~Octave~~
    - ~~Hand~~
    - Instrument
- UI Elements
    - Menu
    - ~~Tutorial~~
    - ~~Decors~~
    - ~~Intro~~
- Content
    - Sample songs

**DONE:**
- Piano
    - Individual key sprites are now clones
    - Major bug fix: inconsistency of the beat system provided by Scratch causes unsynchronized beats (ex. One 4 beat does not last the same time interval as 4 one beats), fixed by implementing a system that "attaches" a common beat to the hand with shorter beats dynamically, essentially forcing beats to play at the same time intervals, and in the circumstances in which both hands are playing at the same beats, the common beat is ignored
- Adjusters
    - Volume
        - Bug fix: inconsistent layers of volume visual elements caused by Scratch lag fixed by increasing the time interval between their respective (go to front) block
    - Octave
        - Buttons
        - Costumes for C1 to C8
- UI Elements
    - Tutorial
    - Decors
    - Intro

**BUGS:**
None found