**Final Project Plan** • *‘ The Drop ‘*

* What program are we going to create? Use your brainstorming from the solo checkpoint to answer this question together.
  + We are going to create a program, like ‘Guitar Hero’, where the user must press keys, to a song, at a certain time. If they hit the right key at the right time, they get points, if they don’t, they lose points.
* What technologies will we use? The answer to this question is mostly already decided. Just take a minute to remind yourselves of the language, libraries and anything else you plan on using.
  + Python, Arcade, GitHub
* What is your timeline? The answer to this question is mostly already decided. Just take a minute to review the rest of the course schedule together.
  + Next week: complete super basic necessities.
  + Week after: Make it work.
  + Last week: Make it EPIC.

**Feature List:**

* **Necessities**
  + 1 song
  + Simple Graphics & timing
  + Correct key bindings
  + Scoring
    - Buffer Space
      * +5 on correct
      * -5 on missed
  + Board/Layout
    - X & Y planes
    - Where to put score
    - Where to put user name
    - Are the notes coming down, going up?
    - Buffer of each note?
* **Stretch Goals**
  + Levels
    - Easy, Medium, Hard
  + 2 Players
  + Ok / good / perfect
  + Holding down notes/tapping notes
  + Golden Notes
  + Images/Graphics (RTX on)
  + THEME of game
  + NAME of game
  + High score
  + Unlock themes / songs