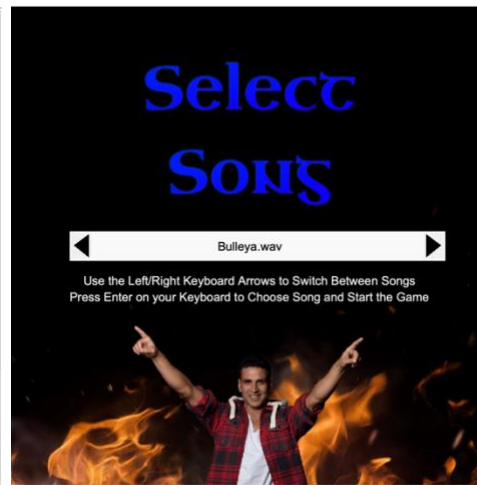
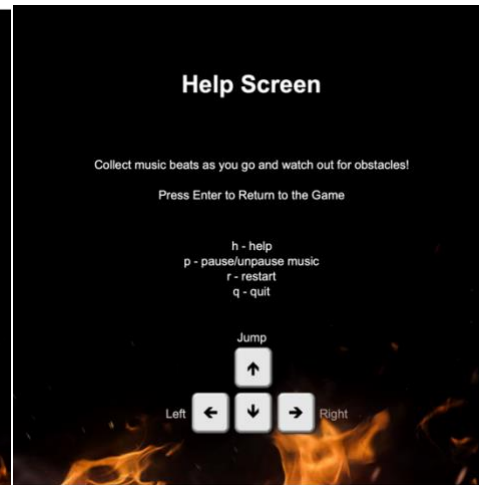


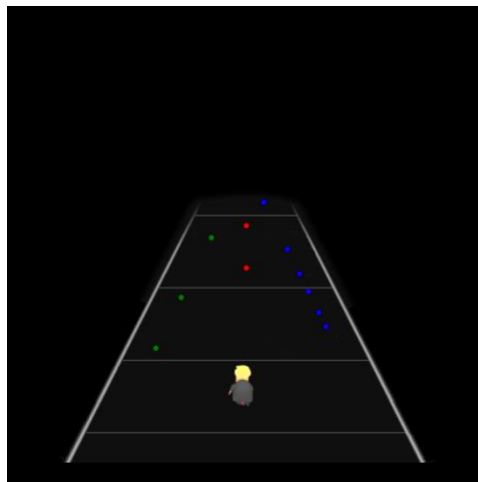
User Enters the Game



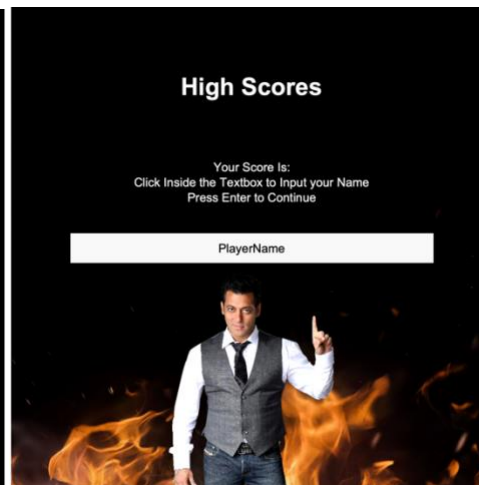
User has option to choose preselected songs/levels
Users can input their own song by dragging file into folder



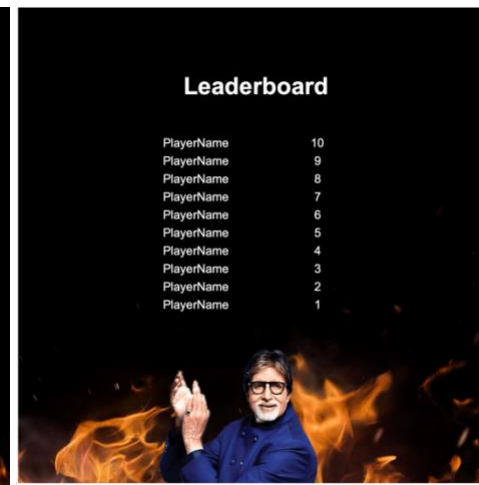
Help Screen (by pressing h)



Playing the game (Collecting music beats), dodging obstacles, song playing in the background
Pulls beats data with Aubio module
2.5D with animations



Text Entry for High Scores works for special keys



Project top 10 high scores - saves when the program is closed