

## Final Project Checklist

- ☐ Note Identification
  - ☐ Whole system responds well to at least one instrument for all C major scale whole notes
  - ☐ Optional: Sharps and Flats identified.
  - ☐ Very optional: Multiple notes identified.
- ☐ Game Logic
  - ☐ Score Updater updates score and sees hits correctly
  - ☐ Menu sends active reset signal to other modules when appropriate
  - ☐ Optional: Maintain a high score table for each song
- ☐ Musical Score Loader
  - ☐ All available songs load and play correctly to their own tempos
- ☐ Display
  - ☐ All note blobs are onscreen and transition smoothly
  - ☐ Optional: Load background images in, such as a recorder finger chart
  - ☐ Optional: Use bitmaps instead of notes
  - ☐ Optional: Cool effects like fading notes and changing colors
- ☐ Integration
  - ☐ Can play an entire song
  - ☐ Menu interface complete with only one song
  - ☐ Multiple songs available on the menu
  - ☐ Optional: Freeform/Sandbox mode for just playing an instrument to see how it registers