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