Final Project Checklist

* Note Identification
  + FFT compiled, show’s correct logic analyzer output
  + FFT outputs correct bins for desired range of hearing
    - Final Range: \_\_\_\_\_\_\_ - \_\_\_\_\_\_\_\_
    - Number of bins: \_\_\_\_\_\_\_\_\_\_
  + Note Logic correctly identifies artificial input for one octave
  + AC97, FFT and Note Logic work together (Demo displaying notes on hex display)
  + 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
  + Menu input and state output simulate correctly
  + Menu sends correct song start location signal when starting game
  + 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
  + Song files are properly stored / accessible from EEPROM
  + A single song is loadable and does not have any invalid output
  + All available songs load and play correctly to their own tempos
  + Extraordinarily optional: be able to feed in a MIDI file to play
* Display
  + A single note blob moves across the screen properly (ease in right, ease out left)
  + The cstringdisp module is integrated and shows the score, current pitch
  + Creating a testbench to simulate inputs from the game logic, test hit pitches
  + 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
  + Display and Musical Score Loader correctly stream a song
  + Given switch inputs for notes, score and note hit displayed correctly during the game
  + Integration with FFT complete, 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