Dev Notes

[7] 8.22.25 // day 6. time limit

xx hours

<31h 29mins total>

I need to fix the purple audio and green bc green is too quiet and you can't hear the purple bass when it goes too high. I'll do it later, when I get back. 11:39am now.

2:07pm, gonna fix the purple audio now.

- [x] ~~clean up files~~
- [ ] draw buttons
- [ ] add 5x strike
- [ ] add combos
- [x] ~~change color outline based on music~~
- [ ] make num of arrow and speed increase every time
- [ ] show highscore on button
- [x] ~~inc green audio~~
- [x] ~~add extra pause before the end of a track~~
- [x] ~~change bass in purple audio~~

2:25pm, finished with purple audio. I'm gonna upload it now. 2:29pm, finished uploading. Why am I working so slow? I'm gonna try to clean up files now.

2:50pm. Re-imported, smth was going wrong w/ audio. And cleaning files isn't going too awesome.

3:20pm. Last file now...

3:25pm. Finally, wth.

<1h 18mins>
<32h 47mins total>

Gonna try to increase green audio now. Doing all the small fixes.

Ok cool that's done. 3:32pm. Added a bit more dialogue to tie into the "attract" theme. I'm gonna add the extra pause before the end of a track after I test out the new dialogue. Already cleared

the save file. Highscore was like 78 or sm, prolly from when I added more arrows.

3:45pm. Done with that. I should probably work on changing the color outline.

4:22pm, works finally !!

4:37pm, gonna pause. I'm gonna do the separate highscores after.

5:05pm, started working at 5pm. I'm getting better colours rn with RGB.

Okay that's done. Time to add 5x strike now bc I changed my mind.

5:24pm. Idk.

5:39pm, still working. Current to-do list.

- [ ] draw buttons
- [x] add 5x strike
- [ ] add combos
- [x] five strikes and you're out scene
- [x] make num of arrow and speed increase every time
- [ ] show highscore on button

6:01pm. I think the strike should work now...lemme try again t-t

6:34pm, pausing for dinner.

<3h 9mins>
<35h 56mins total>

What the hell. That's a lot.

6:52pm, I'm back from dinner. Gotta fix the strike thing. After that I think I'll upload a preliminary thing to itch for Roulette and then finish the other stuff for GGG.

7:07pm. It's not working for missing arrows rn.

Making the game over thing now. The scene, I mean. Crap, I need to draw buttons too...

7:38pm. Quick pause.

<46 mins>
<36h 42mins total>

8pm, starting again.

8:23pm. Finished with that!

Worked from 9:05pm to 9:16pm, now. Made the # of arrows and speed increase :D

- ☐ draw buttons
- ☐ draw game over screen
- ☐ add combos
- ☐ show highscore on button
- ☐ resume attractiveness & rank label based on highscores
- ☐ show speed increase message.

Lwk might build right now and then continue. I'll do that. 9:18pm now.

[5] 8.21.25 // day 5. bruh

xx hours

8:40am, starting to work. Let's see if we can fix this.

8:46am IT IS FIXED!!!!!!!!!! I did some debugging in parallax_background.gd (main menu ahh script thing ok) and found the audio player lmao ok anyways

8:47am. I'm gonna play it again for funsies and then I need to figure out why the initial dialogue plays after the gameplay (it's supposed to move on). Yeah done ok. Let's figure this out.

Also let me make a to-do. I want to finish this by today...like the core parts.

- ☑ ~~reroute dialogue after gameplay~~
- ☑ ~~have instructions fade into background in first gameplay~~
- ☑ ~~keep arrows to the right~~
- ☑ ~~highscore count~~
- ☑ ~~save highscore~~
- ☐ five strikes/misses and you're out
- ☐ menu to select six colors/tracks
- ☐ combos
- ☐ color outline flash
- ☐ camera shake to beat

That's it, I think. Dang. I really don't have time t-t

9am, fixed it! :D

<20 mins>
<22h 50mins total>

9:21am, the instructions fade in!!

10:01am. Aligned arrows more to the right. I'm trying to fix highscore/current score labels rn tho t-t

<1h 1min>
<23h 51mins total>

10:18am. It's still a bit funky.

10:21am. If I just spam the arrow keys, I can still get points, and the highscore still doesn't update ;; I'm fixing that now.

<20 mins>
<24h 11mins total>

Yeah I'm deffo going over 25h. There's a lot I wanna add.

Break at 10:28am.

<7 mins>
<24h 18mins total>

Back, 10:38am. Back to fixing score stuff.

10:52am. Score's fixed !! There's another problem tho. I forgot what it was. Hollon.

11:05am, cleaned up the debug prints. Now...idk.

Finished adding a save thing! 11:15am.

<36 mins>
<24h 54mins total>

And I'm not done ;;;

Made a delete save file thing bc I need to debug. Yay. 11:44am.

<29 mins>
<25h 23mins total>

Help meeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee. I still have this to do:

☐ five strikes/misses and you're out

- [ ] menu to select six colors/tracks
- [ ] combos
- [ ] color outline flash
- [ ] camera shake to beat

Bruhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh.

Now I'm gonna try to make it so that every time I get a point , there's an orange flash around the outline of the game screen.

12:41pm. It's still not working. I'm very confused :D

1:06pm. Gotta go. It's not working tho...

<1h 22mins>
<26h 45mins total>

2:52pm, I'm back. Time to fix the outline.

'Kay, they work but they're ugly.

3:03pm, made a panel instead. Looks better :D And also blended it too.

3:23pm. I think I fell asleep for 10mins, oops.

<21 mins>
<27h 6mins total>

- [ ] five strikes/misses and you're out
- [ ] menu to select six colors/tracks
- [x] ~~color outline flash~~

Ykw, I'm not gonna make the lobby camera shake. The workflow is already messy as is :/ I was gonna add combos too but yeah idk. I'm just gonna make the menu first and then clean it up.

??? I think I messed it up. 4:17pm. Like, the parallax movement just stopped working and idk why.

Oh, fixed it by deleting the Camera2D that I wasn't using.

5:32pm. FINALLY FIXED IT. The wrong scene or dialogue would keep showing up, smh.

<2h 9mins>
<29h 15mins total>

5:39pm. Cleaning up workflow now.

5:42pm. Separated some scene and script files, and organized the scripts into folders of their own.

5:50pm. I'm gonna add hella comments now so things make sense to future me.

<18 mins>
<29h 33mins>

Still fixing up the workflow. I'm lwk starting to work slower than before. I'm tired. 6:04pm.

<14 mins>
<29h 47mins>

Did it for chat_box, main_menu, and parallax_background. 6:19pm.

<15 mins>
<30h 2mins total>

Six left to organize. character_body_2d.gd, flash.gd, GameManger.gd, scene_transition.gd, track_menu.gd, and gameplay.gd. I think I'm dying T^T I need to stand up.

Pause 6:30pm.

<11 mins>
<30h 13mins total>

6:42pm now. I'm back.

Finished flash.gd, it's 6:54pm.

7:32pm. I'm still cleaning up the files :/

<50 mins>
<31h 3mins total>

Ahhhhhh.

- [ ] clean up files
- [ ] draw buttons
- [ ] add 5x strike
- [ ] change color outline based on music
- [ ] make num of arrow and speed increase every time
- [ ] show highscore on button

After that I think I'll be done with it. I don't think I learned much tho, things got too messy. I need to make smaller games :/

7:04pm.

<8 mins>
<31h 11mins total>

Started 8:15pm. It's 8:33pm - cleaned up track_menu.gd.

<18 mins>
<31h 29mins total>
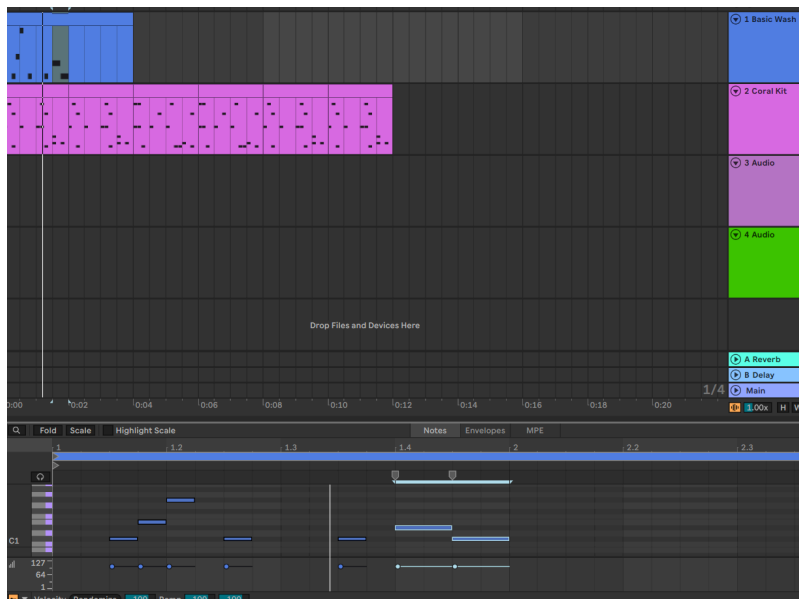
9:56pm. Gonna continue.

[4] 8.20.25 // day 4. idk v2

xx hours

<16h 38mins total>

8:40am. Think I started at 8:30am tho. I'm working on the music rn. Gonna make six ten-second chunks, like six colours of the rainbow.
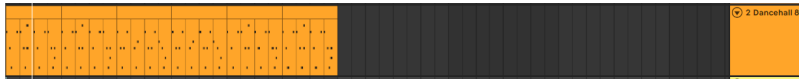
8:45am, still working on it.

Think I'm gonna do 12sec. Three four-sec music chunks. The first part, the drum repeats. The melody will have to be a bit diff tho.
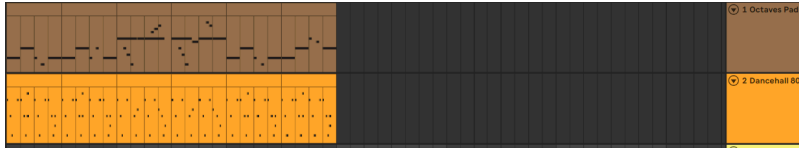
8:53am. Progress.

9:17am, working on orange now. The last one was red.

9:31am. Gonna do yellow now.

<1h 2mins>
<17h 40mins total>

~7 more hours to make this work. Hooooly.

Nvm, it's gonna be green. It sounds chill. Also the beat that does sound good (which I am still working on) goes over 10 secs but it's fine right lol t-t 9:48am now.

<17 mins>
<17h 57mins total>

7 more hours. And three minutes. Ahhhhhhhhhh.

10:10am. Still not done with green. I can't make a melody that works qwq

Gonna go down to eat breakfast.

<22 mins>
<18h 19mins total>

11:28am, back to working on green.

11:40am. Fixing the green beat rn bc it was not functioning with the melody properly.

11:57am, I finished green :DDD

Now blue, purple, and yellow. Bruh.

Maybe I'll try blue. I need something sad. A sad drum kit. Also didn't make a melody for green. Just used the Lo-Fi Dre drumkit chords. Anyway, 12pm. Let's get started.

<32 mins>
<18h 51mins total>

Bruh, 6h left.

12:14pm, finished blue. Now just purple and yellow.

12:19pm. Exported it successfully :D I'll finish after lunch.

<22 mins>
<19h 13mins total>

4:31pm. Started at 4:25pm, btw. Finished yellow js now, gonna do purple.

4:45pm, gtg now. I started the melody for purple and finished the beat tho :D Also I might make it so that a random color is selected each round and it just keeps getting faster and faster. 4:46pm now.

<21 mins>
<19h 34mins total>

10:09pm now. Gonna finish purple.

10:15pm, finished purple. Now I'm gonna make basic lobby music.

I'm feeling burnt out...just stressed that I can't get everything done. Whatever!

10:31pm, music's just gonna be a beat. Gonna export now and work on the gameplay!

10:39pm, everything's exported fine. Gameplay time.

10:51pm. Still working.

11:25pm. I'm still working, yeah. The code isn't. Lmao. Help me.

12:30am. I stopped at 12am and started at 12:15am. Uhh.

<1h 51mins>
<15 mins>
<2h 6mins session>
<21h 40mins total>

12:41am. Got the lobby music in. It's not looping tho. And I want the screen to shake on the bass. Lemme do that rn. OK, got it to loop. Next.

Yeah idk it's not working. 12:50am. I think I'm gonna try to get the main stuff done first.

<20 mins>
<22h total>

1:09am. Help I think I broke it. The dialogue scene gets pushed to the bottom right corner of the screen??

Changed the dialogue scene's main node to a CanvasLayer and it got fixed! Except now the gameplay scene is bugging. Like not showing at all, even.

1:20am. Still not fixed - there's a diff error. Like, after I made an audio bus, the game just completely stopped working. I'll fix it tomorrow.

<30 mins>
<22h 30mins total>

[3] 8.19.25 // day 3. aeaea help me

2 hours 45 mins

<13h 53mins total>

I barely have any time bro ughhgahuhgsudgahsdfsdjf 8:52pm now let's go.

9:16pm, starting. So ~14h. I need 11h more. And I wanna do Shiba too, wth...gahhh!!! I'll try to crack down on 2h today and then split my time btwn Shiba, Roulette, and studying for school...

9:18pm. Gonna try to get the dialogue working first.

Oh, first - 9:22pm rn. The transition from the main menu to the dialogue box is icky. I'll probably make a transition that I can reuse. Maybe the dark gray paint streaks to white paint streaks. Think I thought that before but like idr honestly. Let's do this.

Made black paint streaks in Procreate, I'm uploading now. 9:28pm.

<12 mins>
<14h 5mins total>

Getting them into Godot now. Working on the code. 9:38pm.

9:44pm. Still coding. I forgot how to autoload stuff.

9:52pm, may or may not be stupid. Messed up the filepath 'cos I forgot I put it in a folder...

10:14pm. The transition REALLY doesn't want to work.

10:21pm now, changing the plan. Making light gray textured streaks instead of black bc ig I can't change its color within Godot.

10:32pm. Think it's okay. I'm not in love with it, but whatever.

<1h 10 mins>
<15h 15mins total>

Bruhhh. 9h 45mins left. Burhuhurhur. 3h 15mins a day. OK, but I need to do Shiba and study lmao. Ahhhhhhhhh.

10:41pm. OK, time to make dialogue work...finally t-t

10:51pm. ??????????????????????????????

11:01pm. Idk.

11:02pm. Yo, it works. Yippee! The text I mean. Lemme resize it. Okay, cool. Gotta fix some stuff tho. Like you gotta click on the text to progress, not just the chatbox.

11:18pm. I think it's okay now. Let me see if I can make it look like it's typing.

11:27pm. It kind of works except now the font bugs and is backwards or randomly repeats and sometimes you have to click a million times for things to work...help...

<55 mins>
<16h 10mins total>

9 more hours. Or rather, 8h and 50mins. Aghughugggh.

11:40pm. It works! The dialogue! :D

<13 mins>
<16h 23mins total>

Lwk getting sleepy tho. 11:43pm now, gonna pause.

<3 mins>
<16h 26mins total>

~16.5h, so 8.5h left. Ghhh.

I'll do randomized music tmr, then add in the arrows to the music, then a points counter, then highscore. I need to somehow save it too. Then I want the screen to shake to the beat and have colors for specific music chunks, and combos. Yeah. And maybe there's an intro cutscene. And a part where it's like press the indicated arrows to move.

11:55pm. Was looking for good instruments in Ableton. I should sleep, I can't focus at all.

<12 mins>
<16h 38mins total>

[2] 8.17.25 // day 2. glory to aseprite! well, not really

8 hours 47 mins

- [ ] out-perform
    - [ ] intro cutscene
        - [x] ~~background~~
        - [ ] eyes
        - [x] ~~skin shading~~
        - [x] ~~touch-up~~
        - [ ] hair shading
    - [ ] protag
        - [ ] up arrow
        - [ ] down arrow
        - [ ] left arrow
        - [ ] right arrow
    - [ ] main menu
        - [ ] stage parallax screen
        - [ ] beat shake
        - [ ] main menu music
    - [ ] gameplay
        - [ ] randomized music chunks
        - [ ] base diff arrows on beat/frequency

12:19am now.

12:32am now. Hair shading in progress.

<13 mins>
<5h 19mins total>

12:49am, still working.

<17 mins>
<5h 36mins total>

I think I'll sleep, tho. I'm on the verge of falling asleep. Altho I'm not quite loving the anim anymore. It's okay. I wish I had the procreate animation app or smth...

8:38am. Bro I think my computer crashed and didn't save Aseprite or smth because a lot of my changes weren't saved :(I swear I saved before but Aseprite's so buggy bc I built it myself.

Hhh...I think I'll just redo it in Procreate, altho I'll be restricted to one layer. :(

8:47am. I'll do all the art in Procreate, then.
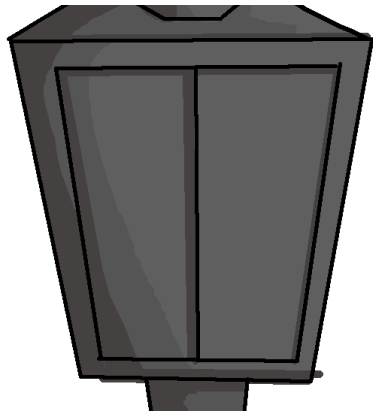
Here's what saved. It looked more finished before :((

8:50am now. I think I'll just use placeholders for now.

I'll just make the menu right away. It'll be the parallax scrolling thing. Bro, I wish I didn't leave my Wacom at home or iPad back.

Stopping at 8:57am. I'd rather have the art done...

<20 mins>
<5h 56mins total>

6:13pm, back from the long car ride. Gonna try sketching out the main menu now.

6:29pm, gonna go for a bit. I'm kinda learning the basics of Procreate rn. I'm not used to mobile art.

<16 mins>
<6h 12mins total>

6:51pm, finished dinner.

7:35pm, finished the main menu. I need to figure out how to export layer groups for the parallax/side scrolling effect tho.

<44 mins>
<6h 56mins total>

7:43pm. Why isn't my timelapse uploading. Bruh. Oh, I'm stupid. My iPad isn't on the Wi-Fi.

7:47pm, got it! The password, I mean.

Bruh, the video's taking hella long to upload. I'm gonna convert to GIF with Adobe after it finishes. Nvm, Adobe bugging. CloudConvert?

Wait nvm I can just add a video. That's cool.

0:00 / 1:00

There we go :D

Time to figure out how to export now. Like layer groups. 7:51pm. Ngl, I'm feeling lazy...;;

7:53pm, I gotta go somewhere. I'll be back tho t-t

<18 mins>
<7h 14mins total>

7:58pm, I'm back, I guess. Apparently we're gonna leave at 8:20pm. Exporting time!

8:05pm, done. That was a bit of a pain. Maybe I should have gotten Clip Studio. CSP's nice on my computer. Wish the license worked on iPad.

Setting up parallax stuff in Godot rn, it's 8:09pm.

Oh. Gotta go now.

<16 mins>
<7h 30mins total>
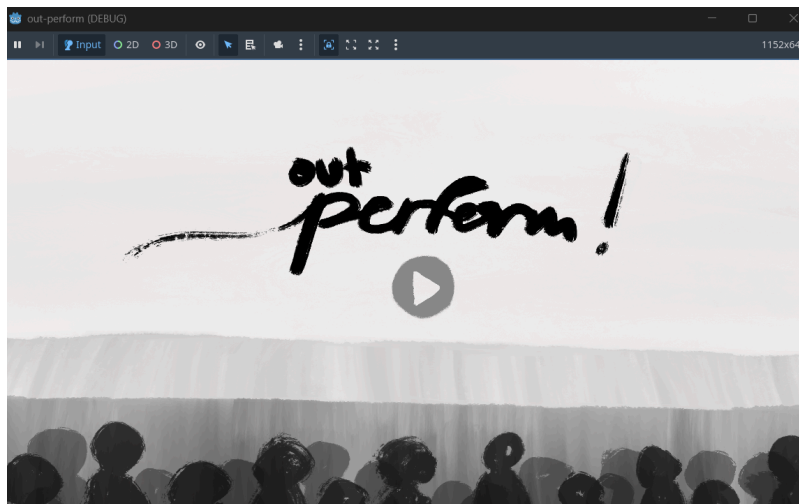
Started at 9:02pm, it's 9:14pm. Made the parallax scrolling in Godot :D
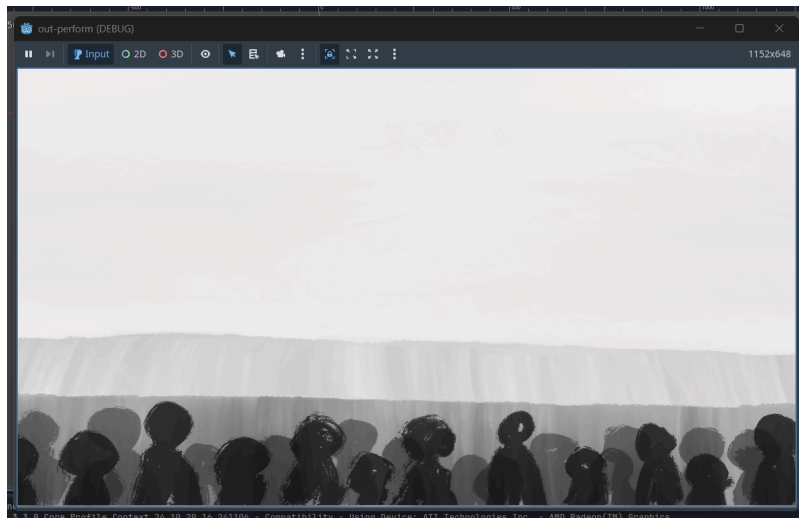
9:42pm. Added a play button and a title!

<40 mins>
<8h 10mins total>

Finished the idle sprite anim at 10:08pm. It's 10:11pm now.

<29 mins>
<8h 39mins total>

Made a repo, cloned it, brought it to the right folder, re-located it, moved Godot stuff there, re-imported into Godot, and yeah. 10:25pm. I'm gonna prep to sleep now, seeya.

<14 mins>
<8h 53mins total>

1:18pm now. I did some work in the car earlier bc we were basically driving around the whole morning. Worked on coloring and fixing the idle anim from 11:08-11:11am and 11:39am-12:05pm.

<3 mins>
<26 mins>
<29 min session>
<9h 22mins total>

Gonna continue working now.

1:31pm, finished the outline for the UP and RIGHT anim. Gotta do LEFT and DOWN now.

<13 mins>
<9h 35mins>

1:55pm, finished the outlines. Time to color them. Then I'll do arrows, then work on dialogue box stuff. If I have more time later, I might make the audience cheer.

2:32pm, still working on base colors. Why is this taking so long?

<1h 1 min>
<10h 23mins total>

- ✅ ~~character~~
    - ✅ ~~base colors~~
    - ✅ ~~texture~~
- ✅ ~~mini-character (for dialogue)~~
- ✅ ~~white bg~~
- ✅ ~~arrows~~

2:51pm, gonna make the mini-character now. Oh wait, I forgot to do one. Hold on.

Finished the mini-character, 3:15pm. Gonna work on the arrows after uploading everything.

<43 mins>
<11h 6mins total>

Oh. I gotta add the white backing to the characters bc I want the bg to be transparent.

Then arrows, then a basic music track, then trying to make gameplay from there! 3:34pm.

3:37pm, made the arrows!

3:44pm, getting my guy into Godot.

4:19pm, the moving anim works now!!

<1h 4mins>
<12h 10mins total>

Made it smoother, it's 4:28pm. Yippee! I think I'll go into Ableton now.

<9 mins>
<12h 19mins total>

5:14pm, making the chat box scene. Trying to fix the viewport thing tho.
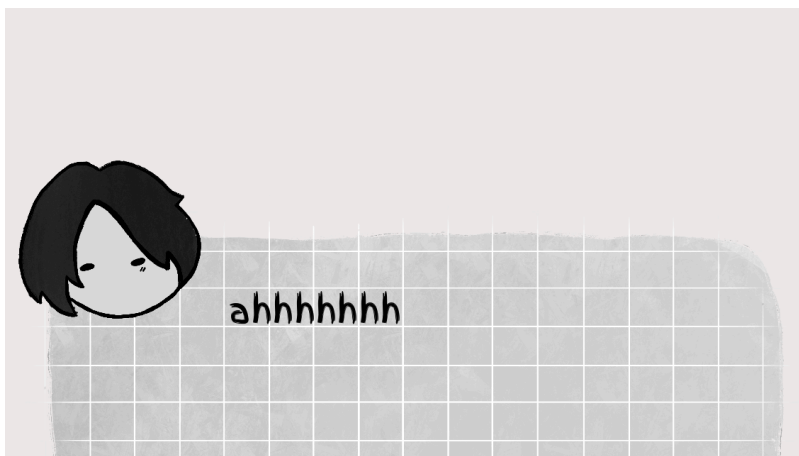
Fixed the scaling issue of the window! 5:18pm. Oh and I also made one basic track in Ableton earlier.

<50 mins>
<13h 9mins total>

5:28pm now, idk what I'm doing. Uhh.

5:35pm. I don't like how it looks rn.

Maybe I'll give the chatbox a black outline? Or dark grey?
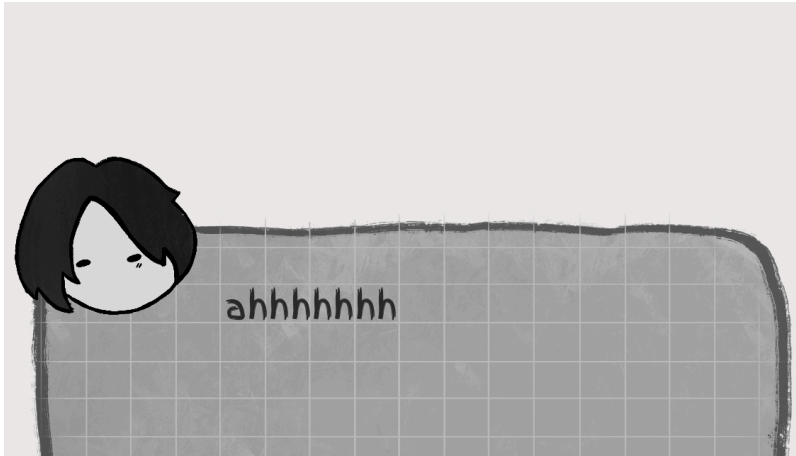
Pausing at 5:42pm to fold clothes.

<24 mins>
<13h 33mins total>

6:14pm. Think I started like two mins ago? I changed the chatbox a bit.

I mean it looks okay? Not with the face tho. I think I'll take away the face for now.

Gotta go eat now, it's 6:21pm.

<7 mins>
<13h 40mins total>

Started at abt 10pm. I'm gonna prep to sleep soon, but for now I'm gonna make the main menu start button work and change the scene.

OK cool, done. 10:05pm. It was 10:02pm when I wrote the last few lines above this.

Pause at 10:13pm.

<13 mins>
<13h 53mins total>

[1] 8.16.25 // day 1. idk what's going on

5 hours 6 mins

12:49pm.

So.

- theme: attract
- camera: 2D side scrolling

- gameplay: rhythm
- setting: non-world
- battery: 29%, please send help

So immediately I was thinking geometry dash type things. But I don't know how to do "attract." Like at first a rhythm thing would be easier, yk, but like. Attract? I was thinking magnets or like relationships, but that's too bland. Idk.

12:57pm now.

Dictionary
Definitions from Oxford Languages · Learn more

🔊 **attract**
/əˈtrakt/

verb

cause to come to a place or participate in a venture by offering something of interest or advantage.
"a campaign to attract more visitors to Shetland"

- evoke (a specified reaction).
  "I did not want to attract attention"
- cause (someone) to have a liking for or interest in something.
  "I was **attracted to** the idea of working for a ballet company"

Similar: entice   allure   lure   tempt   charm   win over   woo   ⌄

Maybe sell yourself as a professional rhythm person? Hmm. Pausing at 1:04pm to hang out with ppl.

<15 mins total>

Okay, 2:22pm. Nice, I love palindromes. Okay, so I came up with some stuff during the car ride. Maybe you're a part of an entertainment company, and umm. So you need to make yourself attractive, like market yourself. The better your rank (like SS+, A, etc.), the more money you make - like a multiplier to your score. So that's the attractiveness. The rhythm game. Idk, maybe you either sing, dance, or play the song.

2:30pm. I can't think fast bro.

Singing would be harder. It's like, non-world after all. Maybe it's dancing. I could animate that. I could try? It's hard because I'm using trackpad for this yk. Making songs. Let's go with that.

Okay, so you're part of an entertainment company, and it's your job to test people's music ideas. You compete with your coworkers to see who can perform the song the best, hence the rhythm game. The more attractive you are, the higher the chance that you will be paid more. I guess that's where "attract" comes from.

It's side scrolling, and I'll probably use arrow keys to navigate. I'll have rhythm stuff falling from the sky and impact frames whenever you miss a note. And the player will have different actions for each of the four keys. And they'll move enough so that the background scrolls so the side scrolling component is fulfilled.

In the beginning, I'll probably have some cutscenes you can quick through and read pretty quickly to explain the company thing. And then the rest of it will be fine, I think. OK cool. 2:40pm.

<13 mins>
<28 mins total>

Wait, there's a prize for constructive gameplay. Umm...

Maybe it's not just stuff falling down. Like a platformer but with rhythm? But that's just Geo Dash. Umm. Maybe you're in the middle and it's still arrows but you get attacked from four directions?

Maybe you're on-stage when you perform, and when you move it scrolls to the left/right of the stage. But I'm trying to figure out the actual gameplay t-t it's 2:49pm.

Maybe I add something to the rhythm. The better you do, the more your coworkers (who are competing with you) will try to bring you down and will throw tomatoes in the harder levels, so you'll have to use SPACE as well. If I have time, the harder levels might have to use arrow keys and WASD.

Now for the name. It's 2:53pm.

Not company slaughter. Company execution. Caste system. Sob idk. Best your beats. Oh, that's terrible. Public execution. I can't find the word. Why can I only think of execution.

2:59pm. Now it's 3:03pm. Now what...

3:06pm. Company promotion? Climbing the ladder? Searching up other names or words for "rising up the ranks." It should be related to making music or performing tho too.

Promo? "For the Promo?"

Corporate something. How is it 3:16pm. Maybe "Out-Perform."

Okay, yeah. I'll go with "Out-Perform" and the game's motto is "for the promo."

3:23pm.

<43 mins>
<1h 11mins total>

I wish I had my iPad to make assets. I'll just have to try my best with Aseprite, ig.

I'm gonna start with Aseprite then. See what I get.

3:37pm. My A keycap just fell out. Bruh. I guess it joined my W keycap in the Underworld.

Okay, maybe the menu is like an elevator that opens to the office once you press play. Bc you're trying to rise up the ranks, right? I guess the lore is just basic, like music is your escape from the world, the cold office reality. Bro, I can't make this look good w/o the iPad or my Wacom. Bro...
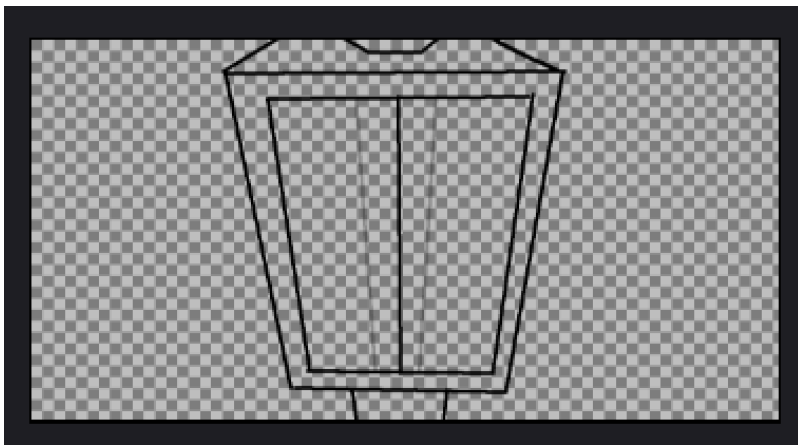
Making the outline first. I'll spend all of today on the assets. Actually, maybe this isn't even the main menu. This is just the intro cutscene. The elevator opens into the protag, you, and the hands close on a spark that flashes into the main menu. Okay. That's a lot of work lined up for me, let's go.

Okay, here's what I got so far for the elevator. Now I have to add the person.
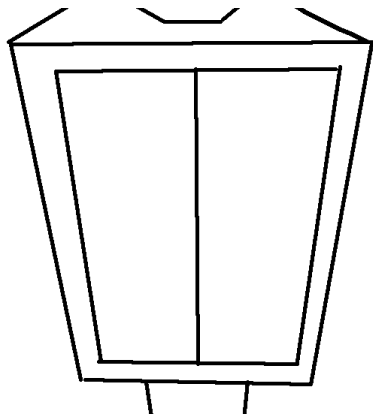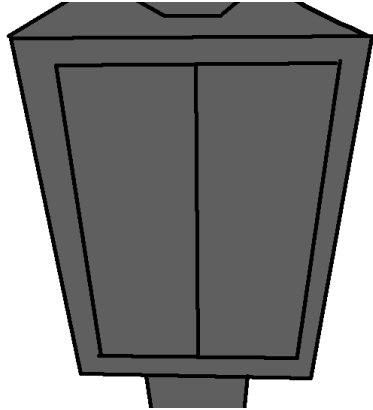

Actually, I'll just make the basic colors first. And I'll shade later or sm.

4:06pm. More progress.

<43 mins>
<1h 54mins total>

Stop ok so I made it on the wrong layer.

5:02pm. Made the person, adding clothes now.

<1h 40 mins>
<3h 34mins>

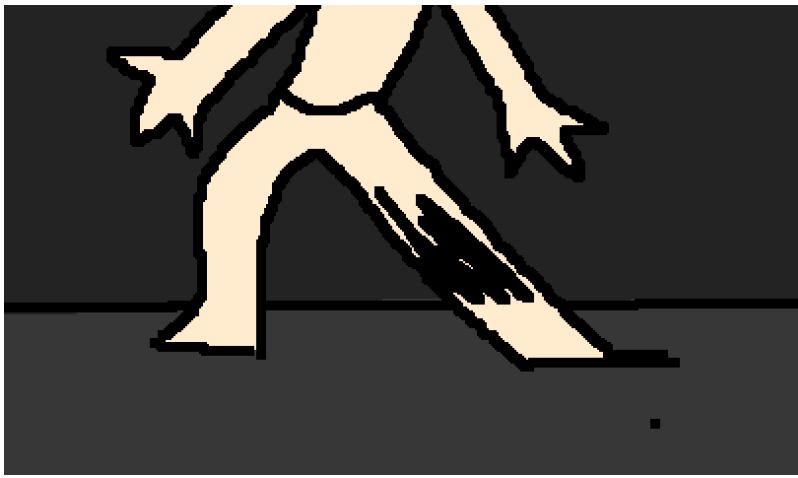5:16pm. Adding the shading now to the elevator. Progress.

It's going slower than I want it to, tho. After this, I need to work on the menu and then the actual parallax scrolling stage as well as the protag's anims.

Finished the shading! I'm gonna add a floor and back part to the elevator in another layer now.

6:07pm. This is taking very long. I'm adding pants.

(Pants)

Gonna pause for a bit, 6:20pm.

<1h 8 mins>
<4h 42mins>

7:00pm, been working on this for the past 10 min. Will add BG and work on eyes, then I should be done. And shading for the skin, I guess. I gotta go now tho.

<10 mins>
<4h 52mins>

11:12pm.

Made a checklist.

- [ ] out-perform
  - [ ] intro cutscene
    - [x] ~~background~~
    - [ ] eyes
    - [ ] skin shading
    - [ ] touch-up
    - [ ] hair shading
  - [ ] protag
    - [ ] up arrow
    - [ ] down arrow
    - [ ] left arrow
    - [ ] right arrow
  - [ ] main menu
    - [ ] stage parallax screen
    - [ ] beat shake

- [ ] main menu music
- [ ] gameplay
    - [ ] randomized music chunks
    - [ ] base diff arrows on beat/frequency

Gonna work on it now. 11:46pm.

Stopped at around 12, it's 12:18am now.

<14 mins>
<5h 6mins>