Bug List

gamelogic.py

- Timing circles reset when there are multiple circles on screen at a time (this does not affect timing, though)
- Timing in classic mode is about a measure behind
- Combo does not reset if a key is pressed when there are no notes

Button.py

- Button cannot take as parameter a function that requires arguments

button_tester.py

- run_tests function output is not added to file when called after haskell tests

bm_gen.hs

- Doesn't throw IO in a way the core game can understand
- Will crash when a song is too long due to loading everything into memory all at once. Note: The maximum safe song length is currently undetermined
    - This results in the GHC garbage collector crashing too so a crash means there is likely a **huge** memory leak and will quickly force the user to have to restart