Keyboard Hero Sprint Backlog

* Starting the game and choosing songs and difficulties (Effort: Medium)
  + Starting the game opens a welcome screen with the options play game or quit. (Effort: Small)
  + Quit game exits the program. (Effort: Small)
  + Play game will open another menu called song selection, where you can select the song to play. There is only one song for the prototype. (Effort: Small)
  + Player will then select the difficulty to play on. Again, only easy is available for the prototype of the Keyboard Hero game. (Effort: Small)
  + Pressing back on any of these menus will change the current menu to the previous one. (Effort: Medium)
  + Will then pass the song to run\_game, which will start the game. (Effort: Medium)
* Beatmap generator (Effort: Hard)
  + Will take a song in the form of a wav file and generate a beatmap from it. (Effort: Medium)
  + Enables users to play the game to whatever song they want, allowing more customization. (Effort: Small)
  + Will automatically scan the song, and then output a series of commands in the form of a text file that will generate the notes used when playing the game. (Effort: Hard)
  + Called outside of the game currently. (Effort: Small)
* Playing the game (Effort: Medium)
  + Introduced the basic easy game mode of a single song, Flamingo by Kero Kero Bonito. (Effort: Small)
  + The game is played as a classic rhythm game, with colored notes falling down from the top of the screen in four columns. (Effort: Medium)
  + Notes will fall down following the timing and placement provided in the beatmap. (Effort: Hard)
  + Objective is to press the buttons that the notes correspond to on the key pad (left, right, up, down). (Effort: Small)
  + Each note you get is worth 1 point, and in order for it to count as a valid click any portion of the note has to be overlapping with the key buttons. (Effort: Small)
  + Score is shown at the end of the game in the terminal. (Effort: Small)