"Develop and execute a testing plan that covers unit testing, integration testing, and system testing. Identify any bugs or issues and document your findings. Refine your code based on the test results."

Plan:
- Play through all files
- Test switching rapidly
- Test switching simultaneously as key button
- Use non-assigned keys
- Go back and forth between clicking with keyboard and mouse
- Try to get a key stuck "held"
- Mess with gain while playing
- Does envelope still work on light taps