**Music 158A Project Check-In**

The project currently has undergone a LOT of research and thus little patching. I've spent many hours headaching about extracting the melody from an mp3 file. AND I'VE FINALLY GOT IT. I've been able to get a nice melody from any mp3 file, but only through a python script or the included software.

The idea still stands:

Take this generated melody (perhaps have some randomization in it) and give the user the ability to add other musical artifacts to this melody.

I need to ramp up my patching now that I have this working. The next steps are:

1. Establish a connection from Python to Max
2. Patch it up so I can import music files to Max and obtain the output from the Python script
3. Once the melody is in Max, allow the user to make customizations to it or change some seed to make changes to the melody. This part needs more thought.

I still have RRR week and Finals week to finish this patch, and I'm confident it'll be one cool tool!