*Project Rockstar*

Roadmap for development

Goals & Issues

# Signal Processing

1. Filter out noise
2. Prevent user from hitting to many notes at one time

# Interfacing

## Graphical

1. Create interactive, immersive atmosphere for player
2. Allow the player to choose between different game modes (tablature, notes, etc.)

## Hardware

1. Provide simple and *inexpensive* method of connecting guitar to computer (i.e., ¼” to 1/8” cable, small amplifier)
2. Provide interface to other enhanced-guitar devices (i.e., Optek Fretlight USB/LED Guitar)

## File

1. Provide player with wide range of format (i.e., MIDI, Power Tab, Guitar Pro, ASCII tablature)

## Software

1. Provide multiplayer, so different players/friends log in and battle each other

## Community

1. Provide message boards and leader boards

Requirements (Tentative)

* 2.1 GHZ Intel Duel Core Duo
* 4 GB RAM
* Guitar
* ¼” to 1/8” cable
* Mic-in (Amplified)

Possible Names

* Rockstar
* Guitar Beat