

# CHECKLIST - OSCILLOSCOPE GUITAR HERO

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## Minimum:

- Generate parametric circles
- Individually move circles using switches

## Base:

- Hit detection using comparators
- Generate hit tone and miss tone on user input
- Automate note moving using arduino

## Stretch (\*2/4):

- Game modes
- Audio Mixing
- Replace 'scope with galvanometer
- Shake notes when user misses a note (player feedback)