6.111 Checklist - Dance Dance Revolution
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Commitment
● Each individual component/module working
  ○ Hardware - Andrea & Grace
  ○ Visual - Andrea
  ○ Audio - Grace
  ○ Sensor - Andrea
  ○ Selector - Grace & Andrea
  ○ Game - Grace

Baseline Goals:
● Functional game with a start menu (integration) - Andrea & Grace
● Score will count up normally without complex logic - Grace
● 3 game levels determined by the speed - Andrea

Stretch Goals
● Complex scoring FSM - Grace
  ○ Streaks
  ○ Bonuses
  ○ Perfect vs imperfect success
● More songs available to choose from - Grace
● Display the score on the monitor instead of the hex display - Andrea
● Pause the game once started - Andrea