For our final presentation we will:

1. Demonstrate a working GUI which includes: displaying a known sample of values on the spectrum analyzer and maneuvering through the different effects options with the left, right, up, and down buttons.

2. Demonstrate a working 128-point FFT. We will send a known input comprised of several tones to the FFT and show the output through the GUI.

3. Demonstrate the 16 channel DDS by producing a signal comprising up to 16 tones.

4. Demonstrate playing a guitar and hearing the correct output on speakers.

5. Demonstrate the guitar effects which include:
   - Vibratto
   - Pitch Bender
   - Harmonizer (if time permits)
   - Apreggiator (if time permits)

6. Demonstrate our use of memory by adding a delay signal.