Beatgunner
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Basic
- Music plays back with 3 second delay
- Shift register data scrolls across top of screen
- Beat detection recognizably detects beats
- Monsters move, bounce off top/bottom of screen, loop around left/right of screen
- Monsters are displayed on screen as blocks
- Gun trigger initiates video hit detection sequence
- Score is displayed in corner of screen

Medium
- Beat detection syncs up accurately with music beats
- Monsters are displayed as sprites
- Basic sound effects (beep?)
- Score is calculated and incremented on monster kill
- Monsters change acceleration on music beat
- Gun reliably detects hits on monsters
- Monsters disappear and reappear on corner of screen when they are shot

If Time Allows
- Beat detection displays the front edge of each beat
- Monsters are displayed as animated/rotating sprites
- Prerecorded detailed sound effects
- Video effect when monsters are killed
- Solenoid moves to simulate recoil when gun trigger is pressed