6.111 Project Checklist
DDR
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**mp3 Uploader and Audio**
1. Upload an mp3 onto the ZBT and play it back on speakers

**Music to Arrows Algorithm**
1. Demonstrate difference between standard and difficult

**Game Logic and Synchronizer and Video**
1. Demonstrate game states (setup, play, end)
2. Setup state:
   - Demonstrate proper setup sequence (calibration, music upload/analysis, start game)
3. Play state:
   - Demonstrate synchronization of arrows and music
   - Demonstrate scoring
   - Demonstrate power bar changes due to accuracy (if time allows)
   - Demonstrate levels, standard and difficult
4. End state:
   - Display score
   - Demonstrate reset to play again

**Player Motion Processing**
1. Demonstrate calibration process