Final Project Checklist

☐ Note Identification
  ☐ FFT compiled, show's correct logic analyzer output
  ☐ FFT outputs correct bins for desired range of hearing
    ▪ Final Range: ________ - ________
    ▪ Number of bins: __________
  ☐ Note Logic correctly identifies artificial input for one octave
  ☐ AC97, FFT and Note Logic work together (Demo displaying notes on hex display)
  ☐ Whole system responds well to at least one instrument for all C major scale whole notes
  ☐ Optional: Sharps and Flats identified.
  ☐ Very optional: Multiple notes identified.

☐ Game Logic
  ☐ Menu input and state output simulate correctly
  ☐ Menu sends correct song start location signal when starting game
  ☐ Score Updater updates score and sees hits correctly
  ☐ Menu sends active reset signal to other modules when appropriate
  ☐ Optional: Maintain a high score table for each song

☐ Musical Score Loader
  ☐ Song files are properly stored / accessible from EEPROM
  ☐ A single song is loadable and does not have any invalid output
  ☐ All available songs load and play correctly to their own tempos
  ☐ Extraordinarily optional: be able to feed in a MIDI file to play

☐ Display
  ☐ A single note blob moves across the screen properly (ease in right, ease out left)
  ☐ The cstringdisp module is integrated and shows the score, current pitch
  ☐ Creating a testbench to simulate inputs from the game logic, test hit pitches
  ☐ All note blobs are onscreen and transition smoothly
  ☐ Optional: Load background images in, such as a recorder finger chart
  ☐ Optional: Use bitmaps instead of notes
  ☐ Optional: Cool effects like fading notes and changing colors

☐ Integration
  ☐ Display and Musical Score Loader correctly stream a song
  ☐ Given switch inputs for notes, score and note hit displayed correctly during the game
  ☐ Integration with FFT complete, can play an entire song
  ☐ Menu interface complete with only one song
  ☐ Multiple Songs available on the menu
  ☐ Optional: Freeform/Sandbox mode for just playing an instrument to see how it registers