For each checkoff add name or joint

Basic:

• Show Amplitude of sound: number (linear, dB for intermediate/reach) (CK)

• Select 3 effects by selecting effect # then effect type ; effects can be cascaded; implement effects (JX)

• Selecting modes: record, playback, and loop ZBT memory (if we use ZBT) (JX, CK)

• Rewind effect (JX)

Intermediate:

• Reverb (JX)

• Blending of past amplitude of sound (JX)

• Using mouse to select effects (CK)

• Show FFT of sound visual effects (CK)

Reach:

• Drag effect: be able to click on effect with mouse and drag it to an effect # slot (CK)

• Button clicking effect: have the buttons appear to be clicked as if in real life (CK)

• Implementing a time bar, to keep track of current time in a song (CK, JX)

• Fancy Text (CK)

• Analog meter (CK)

Problem:

• Image size not perfect

• Creating desired color table, sleek and not blocky text

• SD Card memory needed for image

• FFT in Real Time