

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