Sound Playback:

Basic Goals:

- Can produce music using one audio sample
- Can playback music input by user
- Can produce notes of varying duration
    - 16th note
    - 8th note
    - Quarter note
    - Half note
    - Whole note
- Can produce notes within a 2 octave range
- Can play music at 3 tempos
- Can play music at 3 volume levels

Stretch Goals:

- More than one audio sample
- Expanded pitch range
- More tempo options
- Accented/non-accented notes

UI:

- User can compose music using the labkit buttons within certain restrictions
    - Limited note selection
    - Limited duration selection
    - Limited time signatures
- GUI will generate sheet music image of user composition
- User can see chosen attributes in toolbar on side of screen
- User can edit or "erase" existing notes

Stretch Goals:

- Multiple lines of music
- Additional note features like tied notes
- Adjustable key and time signatures