6.111 Checklist - Dance Dance Revolution
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Commitment
- Each individual component/module working
  - Hardware - Andrea & Grace
  - Visual - Andrea
  - Audio - Grace
  - Sensor - Andrea
  - Selector - Grace & Andrea
  - Game - Grace

Baseline Goals:
- Functional game with a start menu (integration) - Andrea & Grace
- Score will count up normally without complex logic - Grace
- 3 game levels determined by the speed - Andrea

Stretch Goals
- Complex scoring FSM - Grace
  - Streaks
  - Bonuses
  - Perfect vs imperfect success
- More songs available to choose from - Grace
- Display the score on the monitor instead of the hex display - Andrea
- Pause the game once started - Andrea