

Working Prototype Known Problems Report

GiG - GiGgle - 11/23/2016

- Sound player cannot stop or pause music file until completion. (error caused by MusicTabFragment for a NullPointerException when implementing mediaPlayer.pause()/mediaPlayer.release() methods)
- In the music tab, pressing submit without a loaded music file causes the app to crash.
- When switching to the music tab, the app may delay while loading from the database.
- When switching to the photos tab, the app may delay in displaying the photos.
- When typing to add an upcoming gig on the GiGs page, the text does not automatically erase itself regardless of submission or not.
- We do not have a remove photos option for the photos tab/upload photos.
- The app does not ask permission to access music files. So the user must manually allow permission to the app in Settings -> Apps -> Permissions. This is for Android versions marshmallow and up
- Any transition to the Genres tab is a little slow
- Users can edit anyone else's tabs that are editable from the page
- Cannot remove music from the app once it has been uploaded.
- Cannot upload the same photo, it will not display the same file after you leave and the return to the photos page
- Overall delays of transition between tabs
- When entering genre, gigs, or about information, the page view does not collapse.
 - It is recommended that the user scroll down first before opening the keyboard
- Cannot play music and then sign out, it will crash
- Cannot change profile picture after initial user creation
- Signing out makes the user's profile picture disappear
- Songs cannot be replayed, paused or fast forwarded/rewinded
- App only accepts mp3 filetype for music uploads.
- If you play too many songs at once, issues may occur when trying to play it again
- If another user uploads the same song as the original user, the original user can no longer play that song
- Basically the storage in the database does not duplicate files
- Users can add empty gigs, genres, and bios to their respective tabs.