

Scrum tabell - Sprint 4 log

User Story	ID	Responsibility	Branch	Implementation desc.	Notes	EST. COST	STATUS
Continue playback of the audio file after receiving a system notification/call	12					5	
	12.1		Development	Only needed for notification, already stops at call.	Audio playback should pause when receiving a system notification (text, call, system message etc.) and continue afterwards.	5	
Create a personal account.	8						
	8.1	Marcus, Fredrik	Account			230	WIP
Log in to a user account.	9						
	9.1	Marcus, Fredrik	Account				WIP
Log out from an account.	21						
	21.1	Marcus, Fredrik	Account				WIP
Jump to a specific time in a book.	23					100	
	23.1	Aki	TimePicker				CANCELLED
Play an audio file imported from the file system	7					100	
	7.4	Aki	Test	PlayerControllerTest			CANCELLED
View all my created Books	2					170	
	2.4	Fredrik	Test	BookshelfFragmentTest			CANCELLED
Create and play a Book by selecting tracks from the file system	1					90	
	1.4	Aki	Test	Implement BookshelfTest class			DONE
	1.8	Marcus	Test	TrackCreatorTest			DONE
	1.9	Marcus	Test	BookCreatorTest			DONE
Delete books in the bookshelf	19					80	
	19.1	Fredrik	BookshelfItem	Delete books		20	WIP
Edit books in the bookshelf	20						
	20.1	Fredrik	BookshelfItem	Edit books and book details	Still needs to get and set details, but the option is there and it relays static information (temporary implementation) to MainActivity	60	CANCELLED
Manipulate the flow of the audio file being played by using playback controls	10					110	
	10.1	Aki	Test	PlayerFragmentTest			CANCELLED
Allow the user to access controls with an action bar	-					110	
Bug fixes / Issues							
		Aki	Development	Issues #2, #4, #5, #7(github).			DONE
		Aki	Development	Issues (github).			DONE