Scrum tabell - Sprint 1 log

User Story	ID	Responsibility	Branch	Implementation desc.	Notes	Est. Cost	Status
Play an audio file imported from the file system	7					100	
	7.1	Matej	FileBrowser	Create file browser UI	Android activity that provides a graphical representation of a provided file tree. Also includes functionality to select any number of files present in the tree.	60	Moved to Sprint 2
	7.2	Fredrik	FileBrowser	Implement file browsing utility class	File browser utility class. Scans through the file system after files of a specified type, and returns these in a suitable data collection.	20	DONE
	7.3	Aki	Player	PlayerController (MediaPlayer wrapper)	Wrap MediaPlayer just to play one audio file.	20	DONE
Form and play a Book by selecting tracks from the file system	1					90	
	1.1	Marcus, Aki	Player (Bookshelf)	Implement Track, Bookshelf and BookshelfController classes	Classes that collectively form an abstract data type that represents a complete audio book.	40	DONE
	1.2	Aki, Marcus	Player (Master)	Implement Book class	Includes Track objects. Class includes methods to handle tracks in the books.	30	DONE
	1.3	Aki, Marcus	Player (Bookshelf)	Implement a way to create books/tracks.	Singleton 'creator' classes.	20	DONE
View all my created Books	2					170	
	2.1	Aki, Marcus	Player (Bookshelf)	Implement firePropertyChange-functionality in Bookshelf class	Create communication rules, implement methods for deep copying of model objects	30	DONE
	2.2	Marcus, Fredrik	Bookshelf	Implement Bookshelf UI	Graphical representation of the bookshelf	140	DONE
Switch to another book at any time.	3					30	
	2.3	Aki	Player (Bookshelf)	Implement listeners and update Strings	Uses util/StringConstants.event.X as identifiers.	10	DONE
Manipulate the flow of the audio file being played by using playback controls	10					110	
	10.1	Aki	Player	Create Player UI	Graphical representation of the audio player. Includes playback controls (and duration and title.)	40	Moved to Sprint 2
	10.2	Aki	Player	Extend PlayerController to more functionality than to play one audio file.	Audio flow control methods and classes.	70	Moved to Sprint 2
Jump to specific time points in the track by using the seek bar	11					80	
	11.1	Aki	Player	Enable seeking through seekbar.		80	DONE