# Current sprint: 0.1.2

## Galaxy S4:

* In the settings menu, pressing about, slid left and press play. Now pressing back does not take you back to the main screen, only pressing back a second time does.
* Inside an exercise, back pressed when the information is presented brings up the exercise list, pressing back a second time takes you back to the exercise presenting the information.
* Play an exercise, go back to main menu, press back, going back to the exercise instead of quitting the app, if it was after log in menu, then blank screen appears.
* Facebook picture is way to small.
* Pressing back in the scenario list after a scenario is done takes you to the next scenario instead of back…
* When finishing an exercise the starts are not in the middle of the pop up, and are covering some of the buttons.
* EXEPTION:
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): FATAL EXCEPTION: main
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): java.lang.OutOfMemoryError
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.graphics.BitmapFactory.nativeDecodeAsset(Native Method)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:596)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.graphics.BitmapFactory.decodeResourceStream(BitmapFactory.java:444)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.graphics.BitmapFactory.decodeResource(BitmapFactory.java:472)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.graphics.BitmapFactory.decodeResource(BitmapFactory.java:502)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.utils.DisplayHelper.prepareScaledBitmapParams(DisplayHelper.java:57)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.utils.DisplayHelper.getScaledBitmap(DisplayHelper.java:103)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.utils.DisplayHelper.getScaledBitmap(DisplayHelper.java:35)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.graphics.animation.AnimatedBitmapDrawable.<init>(AnimatedBitmapDrawable.java:118)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.graphics.animation.OvershootBitmapDrawable.<init>(OvershootBitmapDrawable.java:88)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.graphics.popups.PausingMenu.<init>(PausingMenu.java:91)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.graphics.popups.ExerciseEndPopup.<init>(ExerciseEndPopup.java:39)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.views.BasicGameDrawer.createScreen(BasicGameDrawer.java:239)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.display.views.BasicGameDrawer.initialize(BasicGameDrawer.java:516)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.mad.guitarTeacher.activities.GameActivity.onResume(GameActivity.java:72)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.Instrumentation.callActivityOnResume(Instrumentation.java:1209)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.Activity.performResume(Activity.java:5450)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread.performResumeActivity(ActivityThread.java:2909)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread.handleResumeActivity(ActivityThread.java:2948)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread.handleLaunchActivity(ActivityThread.java:2354)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread.access$700(ActivityThread.java:159)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread$H.handleMessage(ActivityThread.java:1316)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.os.Handler.dispatchMessage(Handler.java:99)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.os.Looper.loop(Looper.java:137)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at android.app.ActivityThread.main(ActivityThread.java:5419)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at java.lang.reflect.Method.invokeNative(Native Method)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at java.lang.reflect.Method.invoke(Method.java:525)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.java:1187)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:1003)
  + 04-08 20:29:04.057: E/AndroidRuntime(22748): at dalvik.system.NativeStart.main(Native Method)

# Future sprint:

* Manual tuner doesn’t automatically highlights the closest note to the one played (seems to be stuck in auto).
* Google+ connection does not work.
* After signing in with facebook and closing the app, opening it again and loging in without social network still keeps you connected with facebook (If already connected just skip that screen).
* Skip logging in button should be less bold.
* In exercises view there is no indication to when the gray exercise will be enabled, (number of stars maybe), or an indication to level of difficulty.