# Current sprint: 0.1.3

## Galaxy S4:

* After logging in with google+ in the settings menu, it says “Facebook” on the top.
* Logout doesn’t work.
* Touching a locked field in the field menu does not show requirements for unlocking.
* Mid exercise the phone locked, that shouldn’t happen, the exercise should keep the window active (remember that the user sits with a guitar in his hand and can’t touch the phone all the time), it’s very easy to keep the screen from unlocking (I’m sure you know that).
* For some reason, going into an introduction exercise, the list of scenarios showed Introduction twice instead of tuning as the first exercise.
  + After completing the tuning exercise (which was wrongly labeled introduction), and before starting introduction exercise, pressing back, going back to the exercise list and pressing again on introduction, now showed the correct scenario list (Tuning introduction) although I already completed tuning.
* In introduction, fret picking exercise I let the debug engine inputs play, (it took a long time) and the phone got locked, when I opened the app again it was still on the same note but, the sixth string was green, for no reason at all.
* There should be a difference in the appearance of ‘Show me how’ and ‘Let me play’, maybe different sizes, or colors, it is confusing with them being the same.
* Show me how should be on the left! Remember that having two thumbs (and being right handed) you automatically press the right side, notice that most apps have the important buttons on the right. (Show me how being on the right made me press it by accident a bunch of times).
* After completing all exercises in a scenario, you are presented with the option of “resume” like any other time you finish an exercise, pressing it you go back to the list of exercise again. It is a good thing to show the user what he just did but I think you should add number of stars and change the layout because it is confusing that the scenario ending menu is the same as any other exercise ending menu.
* After finishing an entire exercise (for example major chords) I have no idea how many starts I got! And if the right number of stars is shown in the exercise button or not.
* Inside the major chords exercise after finishing playing the first chord and going back to the scenario list where it says “touch anywhere” I touch the screen and nothing happed, then I touched a few more times and the device got into a loop of crashes.
* The first screen in the app is the log-in screen, that means that if I am already logged in the logging screen appears for just a second doing its little animation. Looking at other apps with log-in option they all have a “Welcome screen” that either loads or just shows the logo and moves to the next screen after around have a second. I think we should have a welcome screen as well, and then only if no active account exists go to the logging screen.

# Future sprint:

* Skip logging in button should be less bold.
* “Show me how” Should play the actual sound.
* Playing a lot of wrong notes, or playing one exercise for more than a few minutes means that the user has no clue what he is doing, stop the exercise, and present the option of “Show me how” again.
* Sitting with a guitar in my hand and playing the introduction exercise I got an idea. The introduction exercise had me pressing buttons a lot of times, with the guitar in my hand it was not easy at all, maybe we should present an option to play your decision (in addition to the button), e.g:

Show me how (play Cmaj) Let me play (play Dmaj).

Play the E string to flip forward in the description pages, play the G string to flip back.