# Current sprint: 0.3.1

## Galaxy S4:

* After logging in with google+ in the settings menu, it says “Facebook” on the top.
* Choosing google+ and then cancel brings the user back to the login screen with no ability to press any buttons, in all apps that I checked, choosing google+ and then pressing cancel was exactly the same as ‘skip login’ (in other words just continue).
* Turn off the internet of your phone, try to login with facebook, it will fail but after you continue the app just presents a never ending load screen (with the word ‘or’ stuck in the middle).
* Logout brings you back to the main screen, pressing back again will take you back to the options screen.
* It is a bit confusing when the logout button disappears after logging out. To be honest, I did not come across any program that allowed me to log off. I don’t think we should allow that either.
* Logging out of facebook still keeps the profile picture.
* When touching a locked exercise field instead of “You need to get at least…” write “Earn two stars in X to unlock this exercise”.
* 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)
* The “Show me how” option played sound doesn’t seem coordinated with the circle effect.
* 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.
* After completing a scenario you popup a screen with the earned stars which is good, but it doesn’t look very informative.
* Inside the major chords exercise after finishing playing the first chord and pressed resume the device crashed.
* 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.
* Sometimes after playing a correct note the string turns green, but it stays green even after is has been played.

# Future sprint:

* 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.