

User Stories : dat255-bearded-octo-lama

		Narrative					Acceptance Criteria					
	#	Story Name	As a/an (Given)	I Want to... (When)	So that... (Then)	Priority	Scenario 1	Scenario 2	Scenario 3	Scenario 4 ...		
	0001	Alarm setting	User	Set the alarm time.	When the time that is set arrives, the alarm rings and notifies the user of the time.	Critical	User chooses the time for the alarm. The alarm should go off at that specified time. If alarm is set at 17:00 and the clock is 17:05 the alarm will sound at 17: 00 the next day. The alarm icon is displayed in the notification bar (by default)	The alarm should properly wake the android device and prompt the user directly to the notification activity when the alarm goes of during restmode.				
	0002	Alarm modification	User	Change the alarm time.	the alarm is shifted a selected amount.	High	The alarm is alredy set. User marks the alarm and gets to a setting for changing the time that the alarm sounds					
	0003	Sound customization	User	Set a custom alarm sound	The alarm sound, the selected sound sounds.	Medium	The user chooses a specific ringtone that is not delivered with the app. Like an mp3					
	0004	Snooze	User	Snooze the alarm while the alarm sounds.	The alarm is shifted a (changeable) preset amount (10 min approx)	Medium	User clicks the snooze button when the alarm sounds. The alarm is delayed with a specific time (by default 10 minutes)	A new alarm should not be added to the database and therefore should not be listed in the AlarmsListActivity				
	0005	Dismiss alarm	User	Cancel/dismiss the alarm at my leisure.	the alarm is stopped/removed.	High	Alarm is activated (either with sound and/or vibration). The User wants to dismiss the alarm. The user must then be able to properly dismiss the sounding alarm through the application.	Alarm is activated with a game. After the game is successfully completed the view with "snooze" and "dismiss alarm should be visible.				
	0006	Change snooze-interval	User	Change the snooze interval	Snooze activates at a different interval	Medium	The snooze-function is active. The User changes the interval for the snooze function. (Preset time is 10 minutes)					
	0007	Activate snooze	User	Activate the snooze function	The alarm is shifted a (changeable) preset amount (10 min approx)	Medium	The alarm time is set. User chooses to activate the snooze function, and when the alarm sounds the User have to choice of snoozing. If the alarm is set at 17:00, and the snooze is activated (with an interval-time of 10 minutes) the alarm sounds again at 17:10					
	0008	Deactivate snooze	User	Deactivate the snooze function	User are not able to snooze when the alarm sounds.	Medium	The snooze is active. User deactivates the snooze, and when an alarm goes off the only option presented to the user is to dismiss the alarm					
	0009	Deactivate alarm	User	Deactivate an active alarm	The set alarm is deactivated	High	At least one alarm is activated. User deactivates one alarm, so that it doesn't activate when the set time is reached.					
	0010	Start program	User	Starts the program	The program starts	High	When the app can be started without crashing	The notification window is launched when the alarm is supposed to go off				
	0011	Activate alarm	User	Activate one alarm	One alarm is activated	High	When a deactivated alarm is activated					
	0012	Set interval alarm	User	Set an alarm with an interval	One alarm is set with an interval	High	User can set the alarm using an interval instead of a specific time. The user chooses the interval option, and sets the alarm to sound in x amount of time.	The alarm must go off in that specified time.				
	0013	Change "timer" alarm	User	Change in how much time the alarm should sound	The time left to an alarm is changed	High						
	0014	Set sound	User	Set sound for the alarm	The sound for the alarm is set	High	User choose from a list of sounds the one specified to be played during alarm activation.	The chosen sound and only this should be played in one continous loop.				
	0015	Change sound	User	Change sound for the alarm	The sound for the alarm is changed	High	User choose a different sound then the current sound and the new sound is set as the alarm sound.					

	0016	Activate sound	User	Activate sound for an alarm	The sound is activated when an alarm goes off	High	The device plays the set sound upon alarm activation				
	0017	Deactivate sound	User	Deactivate sound for an alarm	The sound for an alarm is deactivated	High	The device stops playing the set sound upon deactivation				
	0018	Change volume	User	Change volume for an alarm	The volume for an alarm is changed	Low	User can choose within a given interval the volume which the sound should play at.				
	0019	Activate vibration	User	Activate vibration for an alarm	Phone vibrates when an alarm goes off	Medium	The user must be able to active the vibration usage of the alarm if he/she wants.				
	0020	Deactivate vibration	User	Deactivate vibration for an alarm	Vibration for an alarm is deactivated	Medium	The user must be able to deactivate the vibration usage of the alarms if he/she wants.				
	0021	Activate more alarms	User	Activate more alarms	More than one alarm is active at one time	Medium	The user should be able to active more than one alarm at the same time. I.e if the user wants one alarm to go of at 1700 and another at 2000. These should work independently and go off at specified times.				
	0022	Exit program	User	Exit the application	The application exits	High	The must always be some kind of way to exit out of the application.				
	0023	Minimize program	User	Run the app. in the background	The program runs in the background, back to phone-menu	Low	The application should be able to run without any issues in the background. I.e if the user goes to the device homescreen and temporarily closes the application.				
	0024	Activate game/puzzle	User	Activate a puzzle/game for an alarm	A game/puzzle is started when the alarm goes off.	Medium	A game/puzzle will start when the alarm goes off. This will force the user to complete the game before being able to dismiss the alarm	A game must be able to be completed by using the ingame mechanics.			
	0025	Deactive game/puzzle	User	Deactive a puzzle/game for an alarm	The game/puzzle for an alarm is deactivated	Medium	Upon deactivation the game/puzzle will not start when the alarm goes off				
	0026	Change game/puzzle	User	Change which game/puzzle will be started when the alarm goes off.	So when the alarm goes off your chosen game/puzzle will start.	Medium	When the alarm goes off your own chosen game/puzzle will activate instead of the default one.				
	0027	Randomized games/puzzles	User	Set what game/puzzle that will be activated to random	So that the application will start any game/puzzle instead of the default/chosen one.	Low	Instead of the alarm always launching the same game/puzzle the application will randomize which game/puzzle will be activated when the alarm goes off.				
	0028	Set a recurring alarm	User	Set an recurring alarm.	So instead of going off only once then removing itself the alarm goes off on a set interval	Low	The alarm will repeat at the specified time at the selected days.				
	0029	List alarms	User	List all added alarms	All the added alarms shows up in a list	Medium	User wants to se all added alarms.				
	0030	See time left until next alarm	User	See the time left until the next alarm	i know the time left	Low	The user can quickly see the time left until the next alarm is set to go off.				
	0031	Re-activate an alarm	User	Re-active a once deactivated alarm	The alarm can be reused	Low	The user should be able to re-activate a once deactivated alarm instead of having to create a new one. This should be done from the listing of the current alarms.				
	0032	Remove existing alarm	User	Remove an already existing alarm completely.	So that the alarm is deleted.	High	The user must be able to remove a once set alarm if he/she wants to.	The alarm may no longer be present or listed after it has been removed.			
	0033	Edit/update an old alarm	User	Edit the settings of a currently existing alarm	So one can change alarm settings after the alarm has been set if need be.	Medium	The user should be able to edit an already existing alarm and save it with a new settings. The alarm should then use the new settings instead of the old ones.				