

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 | No prerequisites required. User chooses the time for the alarm. The alarm will sound once on the time set. 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) | | | | | | | |
| 0002 | Alarm modification | User | Change the alarm time. | the alarm is shifted a selected amount. | High | The alarm is already 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) | | | | | | | |
| 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. | | | | | | | |
| 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 removed/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. | | | | | | | |
| 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. | | | | | | | |
| 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 | | | | | | | |

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| | 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 | High | 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 | | | | | | |
| | 0020 | Deactivate vibration | User | Deactivate vibration for an alarm | Vibration for an alarm is deactivated | Medium | | | | | | |
| | 0021 | Activate more alarms | User | Activate more alarms | More than one alarm is active at one time | Medium | | | | | | |
| | 0022 | Exit program | User | Exit the application | The application exits | High | | | | | | |
| | 0023 | Minimize program | User | Run the app. in the background | The program runs in the background, back to phone-menu | Low | | | | | | |
| | 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 | | | | | |
| | 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 randomized 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. | | | | | |