

Product Backlog			dat255-bearded-octo-lama		
Legend		Green=done, yellow=mostly done, Red=not implemented/abandoned			
Priority	Item#	Description	Story ID	Est 1-10	By
Very High					
	1	Fix a somewhat useable layout	10; 22	3	Gusten
	2	Fix functional requirements	N/A	2	
	3	Lower the minumum api requirement to 8	N/A	4	
	4	Code special cases for the lowered api req (actionbar etc...)	N/A	1	
	8	Add copyrights to all classes.	N/A	1	
	9	Raise the minimum api requirement to 10	N/A	1	
	15	Fix a working alarm function	1; 5; 11	8	
	21	Make application runnable in background	23	0	
	27	Unit test the neccessary parts of the application.		9	
High					
	12	Remove set alarm	9	3	Eda
	16	Set alarm interval	12	2	
	17	Fix sound for the alarm which can be enabled/disabled	14; 16; 17	3	
	18	Implement vibration for the alarm which can be enabled/disabled	19; 20	3	
	19	Make alarms customizable even after they are set(I.e set alarm at another time, with another sound)	2; 13; 6	5	
	20	Fix so the application can keep track of several alarms at the same time.	21	5	
	25	List alarms	29	3	Eda
Medium					
	5	Unit test AlarmController	N/A	3	Eda
	6	Unit test AlarmContentProvider	N/A	2	Eda
	7	Unit test the Alarm class (the constructors)	N/A	2	Eda
	11	Customize the alarm sound with own sound/song/volume etc	3; 15; 18	6	
	13	Fix a snooze function which has customizable interval settings	4; 7; 8	5	
	24	Write better handling for using games in the Notification activity	N/A	5	Eda, Gusten
Low					
	10	Implement a working game/puzzle logic which can be activated/deactivated at will.	24; 25	6	
	21	Fix so you can choose whatever game/puzzle you would like to run when the alarm goes off	26	6	
	22	Create a function which choses a new randomized game/puzzle everytime the alarm goes of.	27	1	
	23	Create a function for recurring alarms.	28	5	
	26	See time left until next alarm	30	1	Eda