| | | | | | . 4-101 | | | | |
|------|------------------------|-----------------|--|---|----------|--|---|------------|------------|
| | | | | User Stories | : dat25 | 55-bearded-octo-lama | | | |
| | | | | | | | | | |
| | | | Marrativa | | | | Acceptance | Critoria | |
| # | Ctory Nama | | Varrative | Co that (Than) | Driority | Cooperio 1 | Acceptance (Scenario 2 | Scenario 3 | Scenario 4 |
| # | Story Name | As a/an (Given) | I Want to (When) | So that (Then) | Priority | Scenario 1 No prerequisites required. User chooses the time for the alarm. The alarm will sound once on the | 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 | 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 | | | |
| 0002 | Alarm modification | User | Change the alarm time. | the alarm is shifted a selected amount. | High | notification bar (by default) The alarm is alredy set. User marks the alarm and gets to a setting for changing the time that the alarm | | | |
| 0003 | Sound customization | User | Set a custom alarm sound | The alarm sound, the selected sound sounds. | Medium | sounds 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 choize of snoozing. If the alarm is set at 17:00, and the snooze is activated (with an intervaltime of 10 minutes) the alarm sounds again at 17:10 | | | |
| 8000 | 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. | | | |
| | | | | | | When the app can be started | The notification window is launched when the alarm is | | |
| 0010 | Start program | User | Starts the program | The program starts | High | without crashing | supposed to go off | | |
| 0011 | Activate alarm | User | Activate one alarm | One alarm is activated | High | When a deactivated alarm is activated | | | |
| | | | | One alarm is set with an | | 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 | | | |
| 0012 | Set interval alarm | User | | interval | High | 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. User choose a different sound then | | | |
| 0015 | Change sound | User | Change sound for the alarm | The sound for the alarm is changed | High | 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 | | | |

| | | | | The sound for an alarm is | | The device stops playing the set | | |
|------|--------------------------|------|--------------------------------|-------------------------------|--------|--------------------------------------|--|---|
| 0017 | Deactivate sound | User | Deactivate sound for an alarm | deactivated | High | sound upon deactivation | | |
| | | | | | | User can choose within a given | | |
| | | | | The volume for an alarm is | | interval the volume which the sound | | |
| 0018 | Change volume | User | Change volume for an alarm | | High | should play at. | | |
| | | | | Phone vibrates when an | | | | |
| 0019 | Activate vibration | User | | | Medium | | | |
| | | | Deactivate vibration for an | Vibration for an alarm is | | | | |
| 0020 | Deactivate vibration | User | alarm | | Medium | | | |
| | | | | More than one alarm is active | | | | |
| 0021 | Activate more alarms | User | Activate more alarms | at one time | Medium | | | |
| 0022 | Exit program | User | Exit the application | The application exits | High | | | |
| | | | | The program runs in the | | | | |
| | | | | background, back to phone- | | | | |
| 0023 | Minimize program | User | Run the app. in the background | menu | Low | | | |
| | | | | | | A game/puzzle will start when the | | Т |
| | | | | | | alarm goes off. This will force the | | |
| | | | Activate a puzzle/game for an | A game/puzzle is started | | user to complete the game before | | |
| 0024 | Activate game/puzzle | User | alarm | when the alarm goes off. | Medium | being able to dismiss the alarm | | |
| | | | | | | Upon deactivation the game/puzzle | | |
| | | | | The game/puzzle for an | | will not start when the alarm goes | | |
| 0025 | Deactive game/puzzle | User | | | Medium | off | | |
| | | | Change which game/puzzle will | | | When the alarm goes off your own | | |
| | | | be started when the alarm goes | your chosen game/puzzle will | | chosen game/puzzle will activate | | |
| 0026 | Change game/puzzle | User | off. | start. | Medium | instead of the default one. | | |
| | | | | | | Instead of the alarm always | | |
| | | | | So that the application will | | launching the same game/puzzle | | |
| | | | | start any game/puzzle | | the application will randomize which | | |
| | | | Set what game/puzzle that will | instead of the default/chosen | | game/puzzle will be activated when | | |
| 0027 | Randomized games/puzzles | User | be activated to random | one. | Low | the alarm goes off. | | |
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