Product Backlog Group 12

Description

The Product Backlog lists all features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases.

Note: The estimated time for each userstory/task is based in consideration to an increasing focusfactor. With a start of 50% for the first sprint.

#ID	Description	#(Value, Risk, Priority, Necessity)	Estimate	Sprint #:		Total Estimate for sprint:
	Creating a basic working .apk application	80				
1	Configuring github,android SDK, eclipse ADT.		8	1		
	Create a splash-screen		1	5		
	Implementing GCM messaging features	95				
	Learning basic structure of GCM communication		11	1		
	Research GCM requirements		3	1		
	Initial permission setup and class coding GCM Client		3	1		
	Outlining structure of GCMIntentService class		2	1		
	Saving chatmessagestring from input		3	2		
	Forwarding chatmessagestring to correct class		2	2		
	Binding chatmessage string to relevant GCM method		3	2		
	Creating class for handling HTTP GET/POST		12	2		
	Setting up GCM example server for testing		6	2		
	Creating working onError method		2	2		
	Creating working onMessage method		2	2		
	Creating working sendGCMIntent method		2	2		
	Creating working onRecoverableError method		2	2		
	Research JSON server behaviour		5	2		
	Fixing READONLY Error for SQLite DB during runtime		3	4		
	Creating a basic JSON server application		6	2		
	Making submit-form page for testsending messages		3	2		
	Creating java-classes for JSON servlet		5	2		
	Forcing user to choose nickname at start		2	3		
	Sending nickname/regid to server SQL DB		4	3		
	Creating java-classes for handling deviceids/messages		4	3		
	Send/recieve msg from user to server			2		
	Send/recieve msg from user to user			2		
	Switching DB format from DERBY to SQLITE		2	4		
	Writing function for adding chatroom to DB		1	4		
	Rewrite sendmsg-function for usercheck in chatroom before send		3	3		
	Refactoring GCM Server class		5	4		
	Creating test webinterface for adding users to SQL DB		1	3		
	Creating addUserToChatRoom function		2	4		
	Creating ConvertToArrayForGCM function		2	4		
	Adding joinchatroom function		1	4		
	Adding joinchatroom function in web test environment		1	4		
	Creating test webinterface for deleting users to SQL DB		1	3		
	Creating the first couple of tests	70				
	Android testing Research		4	1		
	Coding the first tests		4	1		
	Documentation	95				
	Setting up Scrum Documentation		4	1		
	UML		6	3,4,5		
	Developer Manual		5	3,4		

Task	Category	Est	Priority
User Guider		4	3,4,5
GpsActivity	75		
Making it possible to drop a "pin" on the map.		2	1
Creating a gpsActivity with basic functionallity		5	1
Place a pin on your current location		2	2
Update you position when you move(update pin)		1	2
If GPS is not availible, use network-provider		1	2
Place a shaded circle on a specific location		4	3
(Prepare)Place a shaded circle on map when creating a chatroom		5	3
Different colours on the circles depending on your location		3	3
Basic graphics	80		
Making navigation menu with basic looks		3	1
Implementing the basic graphics, theme and buttons		3	1
Create a menu-screen		3	1
Create buttons for added functions			
Add menuspecific activities			
Linking buttons to activities		0.5	1
Apply current design template to screen			
Give the create new chatroom button better position and look		1	
Give the create new chatroom dialog better looks		1	
Chatscreen	50		
Format chatroominfo correctly before sending		1	4
Download current chatroomdatabase from server during startup			4
Convert downloaded DB to Android SQLite DB			4
Writing functions for readeing data from downloaded DB			4
Listing curretn chatrooms in NearByChatRoomsview			4
Writing function for joining current available chatroom			4
Send chatroominfo to server			4
Screen with list of rooms		1	3
Be able to create a pseudoroom		1	
Creating joinCurrentRoom functions		2	
Adding functions to run sqlqueries on downloaded DB		2	
Loading lists from shutappdb.db in nearbychatrooms class		2	
Make a room private(use a pw)			
Making the chatinterface more userfriendly		1	1
Making it possible to see the latest message in chatlog while input		3	
Storing and restoring chatlogs when switching chatrooms		9	
SettingsScreen	20		
Change theme		4	-
Make user "invisible" for others on the map		2	-
A slider to set how far away you are able to see where other users are		6	5
Change nickname		1	4
Changing nickname should be stored localy		3	4
Creating a design template/guidelines for application	30		
Research Google Android design guidelines		4	4
Design template		2	4
Creating icon images		3	4
Database handling	40		
Research and planning for what kind of database storage		4	3
Database tables designing		2	3
Research in changing from DERBY to SQLITE		1	3
Adding SQL support for Apache Tomcat Server		4	3

Adding SQL output in test web interface			1	3	
Refactoring SQL connection functions, etc			2	2	
Functiontesting					
Testing basic functions of JSON server			4	2	
Testing correct HTTP request/response form server			4	2	
Automated Tests		80			
Auto tests for Map view			5	3	
Change previously written test so they use Robotium			4	4	
Incorporate Robotium			4	4	
Test					
Writing manual tests			8	4	
Collaboration between server and application		80			
Make the server send the information requested from the application			4	4	
Make the application use the information gathered from the server			4	4	