

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		2	3		
	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		
	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		
	Creating java-classes for handling deviceids/messages					
	Send/recieve msg from user to server			2		
	Send/recieve msg from user to user			2		
	Creating the first couple of tests	70				
	Android testing Research		4	1		
	Coding the first tests		4	1		
	Setting up Scrum Documentation	95	6	1		
	GpsActivity	75				
	Making it possible to drop a "pin" on the map.		2	1		
	Creating a gpsActivity with basic functionality		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 available, use network-provider		1	2		
	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		

[illegible]