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

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.

Description	#(Value, Risk, Priority, Necessity)	Estimate	Consint #1	Total Catimata for anxiety
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.	00	8	1	
Create a splash-screen		0	5	
Implementing GCM messaging features	95	- 1	3	
Learning basic structure of GCM communication	95	11	1	
Research GCM requirements		3	1	
Initial permission setup and class coding GCM Client		3	1	
Outlining structure of GCMIntentService class		2	1	
			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 on Error 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	
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	
Refactoring GCM Server class		5	3	
Creating test webinterface for adding users to SQL DB		1	3	
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	
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 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	3	3	
Making navigation menu with basic looks	80	3		

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Implementing the basic graphics, theme and buttons		3			
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					
Send chatroominfo to server					
Screen with list of rooms		1	3		
Be able to create a pseudoroom			· · · · · ·		
Make a room private(use a pw)					
Making the chatinterface more userfriendly		1	1		
Making the chaunterface more usermently		3			
Making it possible to see the latest message in chatlog while input					
Storing and restoring chatlogs when switching chatrooms		9			
SettingsScreen	20			1	
Change theme		4	4		
Make user "invisible" for others on the map A slider to set how far away you are able to see where other users		2	4		
			l .		
are		6	4		
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	<u> </u>		
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	1	
Testing correct HTTP request/response form server		4		1	
Automated Tests	80	4	-		
Auto tests for Map view	80	5	3		
Auto tests for Map view		<u> </u>	J		