

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.			
Description	#(Value, Risk, Priority, Necessity)	Estimate	Sprint #:
Creating a basic working .apk application	80		
Configuring github,android SDK, eclipse ADT.		8	1
Create a splash-screen		2	1
Implementing GCM messaging features	95		
Learning basic structure of GCM communication		8	1
Research GCM requirements		3	1
Initial permission setup and class coding GCM Client		3	1
Outlining structure of GCMIntentService class		2	1
Research JSON server behaviour			
Creating a basic JSON server application			
Making submit-form page for testsending messages			
Creating java-classes for JSON servlet			
Creating java-classes for handling deviceids/messages			
Send/recieve msg from user to server			
Send/recieve msg from user to user			
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
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			
Apply current design template to screen			
Login-screens	20		
Create a Login-screen			
Checking google-account permissions			
Skipping login-screen if present google-account logged on			
Chatscreen	50		
Format chatroominfo correctly before sending			
Send chatroominfo to server			
Screen with list of rooms			
Map screen with GPS			
Be able to create a room			
Make a room private(use a pw)			
Creating a design template/guidelines for application	30		
Research Google Android design guidelines			
Design template			
Creating icon images			
Database handling	10		
Research and planning for what kind of database storage			
Database tables designing			
Functiontesting			
Testing basic functions of JSON server			
Testing correct HTTP request/response form server			