

## 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		10	2	
	Send/recieve msg from user to user		4	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	
	Adding server onjoin welcomemsg		1	4	
	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	
	Evaluation Document		3	5	

UML		6	3,4,5		
Developer Manual		5	3,4,5		
User Guider		4	3,4		
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		
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		2	3		
Add menuspecific activities		2	3		
Linking buttons to activities		0.5	1		
Apply current design template to screen		5	5		
Give the create new chatroom button better position and look		1	5		
Give the create new chatroom dialog better looks		1	5		
Chatlogic	50				
Update chatroom list		2	2		
Format chatroominfo correctly before sending		1	4		
Download current chatroomdatabase from server during startup		3	4		
Convert downloaded DB to Android SQLite DB		5	4		
Writing functions for readeing data from downloaded DB		2	4		
Listing curretn chatrooms in NearByChatRoomsview		2	4		
Writing function for joining current available chatroom		3	4		
Send chatroominfo to server		3	4		
Screen with list of rooms		1	3		
Be able to create a pseudoroom		1	3		
Creating joinCurrentRoom functions		2	4		
Adding functions to run sqlqueries on downloaded DB		2	4		
Loading lists from shutappdb.db in nearbychatrooms class		2	4		
Make a room private(use a pw)		2	-		
Making the chatinterface more userfriendly		1	1		
Making it possible to see the latest message in chatlog while input		3	4		
Storing and restoring chatlogs when switching chatrooms		9	4		
Leave chatroom functionality		5	5		
Hiding chatrooms that is out of range/radius from nearbychatroomslist		3	4		
SettingsScreen	20				
Change theme		4	-		
Change from map to satellite view		2	4		
A slider to set how far away you are able to see where other users are		6	-		
Change nickname		1	4		
Changing nickname should be stored localy		3	4		
Be able to list and display all chat rooms		4	5		
Be able to choose satellite view on the map		2	5		
Creating a design template/guidelines for application	30				
Research Google Android design guidelines		4	-		

[illegible]