PushNotification handler can start audio playback, with correct options set in setCategory.

Note, however, that if the app is terminated due to memory constraints (or manually by user), the handler is either not called, or cannot start audio playback.

Issues to work out with this solution:

* I need to check if this hack even works on iOS > 11.2.6   —> Update Bee’s phone to iOS12. If it doesn’t work, this whole solution is useless.
* Privacy Policy will most likely be mandatory. See <https://forum.bubble.is/t/what-is-the-true-cost-of-using-onesignal-push-notification/22405/7> and <https://termsfeed.com/blog/privacy-policy-push-notifications/>
* There is no ready-made way to schedule push notifications from the app. I will need to use a cloud service that can do this for me, or create one.
  + It seems that most cloud services don’t even have this option by default
  + **OneSignal** - an exception - provides scheduling API and is free. However, it sells user data extensively. It could become a major headache because of Privacy Policy nonsense
  + **FireBase** — seems like a good option overall, but from what I can tell would require custom code for scheduling PNs
  + **AWS Mobile Hub** - also seems like a good option. But again, would most likely require custom code for scheduling PNs
  + See this link for good explanations of each: <https://www.raywenderlich.com/1349-top-5-parse-alternatives>
  + Overview of FireBase implementation (from <https://stackoverflow.com/questions/49588864/firebase-scheduled-notification-in-android>)
    - This means that you'll have to write code to implement this yourself. One way to do this would be to use the Firebase Cloud Messaging API to send the messages, use the Firebase Realtime Database (or Cloud Firestore) to store information on when and where to send the messages, and then [invoke a Cloud Function on a schedule](https://stackoverflow.com/questions/42790735/cloud-functions-for-firebase-trigger-on-time) to [read the information from the database and call the FCM API](https://firebase.google.com/docs/functions/use-cases#notify_users_when_something_interesting_happens).
* I would need to rely on local notifications in addition to push notifications in the following ways
  + I need to schedule a local notification (with sound), for ~10sec after the push notification is expected to arrive.
    - If the PN arrives, and the sound successfully starts playing, the handler will quickly cancel the backup local notification
    - I need to present an immediate local notification if the app is terminated (by user, or system), or if it crashes **when there is an Alarm set**. This notification would tell the user to re-open the app in order for the Alarm to sound even when the phone is set to Silent.