### Iteration 1

* As a developer, I want a Login screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Main Menu screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Rule Creation screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a My Rules screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Rule Description screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Cause screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Effect screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Account Sync screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Cause and Effect Option screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Preferences screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a General Preferences sub screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Account Sync Preferences sub screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a Security Preferences sub screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a About Page sub screen design, so that we can implement a mock graphical user interface.
* As a developer, I want a flow diagram, so that the activity screens can organized and have basic flow.
* As a developer, I want all of these designs to be implemented into a Mock GUI Application, so that we have a release our first iteration and can get feedback from Samsung.

### Iteration 2

* As a developer, I want an alphabetical list view for rules, causes, and effects, so that users can view rules in whichever method they prefer.
* As a developer, I want a category list view for rules, causes, and effects, so that users can view rules in whichever method they prefer.
* As a developer, I want a grid list view for rules, causes, and effects, so that users can view rules in whichever method they prefer.
* As a developer, I want buttons that allow the user to switch between different view types on any given list.
* As a developer, I want an action to occur when any item in a list is selected, so that the flow of the application can be improved and items can be selected.
* As a developer, I want a grid view for rules, causes, and effects, so that users can view rules in whichever method they prefer.
* As a developer, I want the help items menu to contain fields, so that we can simulate the future functionality for this activity.
* As a developer, I want menus on the Main Menu screen, so that users can navigate the application with ease.
* As a developer, I want menus on the New Rules screen, so that users can navigate the application with ease.
* As a developer, I want menus on the Help screen, so that users can navigate the application with ease.
* As a developer, I want menus on the Settings screen, so that users can navigate the application with ease.
* As a developer, I want divider lines for each list, so that the user can clearly see the distinction between list items.
* As a developer, I want to hide the password characters on the Account Sync screen, so that users can hide their personal login information.
* As a developer, I want a confirmation toast on the Account Sync screen, so that users know when the account was synched successfully.

### Iteration 3

* As a client, I want a Rules Engine design document, so that we can implement the Rules Engine backend in the next iteration.
* As a developer, I want a design for a Broadcast Receiver class, so that we can receive system calls from Android OS.
* As a developer, I want a design for an Event Handler class, so that other third party causes can be invoked.
* As a developer, I want a design for a Rules Database class, so that user data can be stored and accessed through simple and complex queries.
* As a developer, I want a design for a Rules Engine class, so that the events triggered by the Broadcast Receiver and the Event Handler can be evaluated as true or false.
* As a developer, I want a design for an Action Executer class, so that this can be called from the Rules Engine when the cause triggers are evaluated as true.
* As a developer, I want these rules features to be designed to run on separate threads, so that the main user thread is not slowed down.
* As a developer, I want the Rules Database class to consist of either SQLite, a B+ Tree, a Hash Table, or an XML/JSON structure, so that there can be structure to the rule data.
* As a developer, I want the Rules Engine class to contain a recursive logic tree function, so that rules can be evaluated from expressions including ANDs and ORs.
* As a developer, I want the Rules Engine class to contain a check cause function, so that the causes can be evaluated when the tree function reaches an individual cause.

### Iteration 4

* As a developer, I want an implementation of the Broadcast Receiver, so that we can start the rules engine flow.
* As a developer, I want an implementation of the Rules Database, so that we can manage rule data.
* As a developer, I want an implementation of the Rules Engine, so that we can process causes using the database.
* As a developer, I want an implementation of the Action Executer, so that we can display results of the Rules Engine.
* As a developer, I want styling on the buttons, so that the user will have a more aesthetically pleasing experience.
* As a developer, I want styling on the activity screens, so that the user will have a nice contrast that is clear and easy to look at it.
* As a developer, I want to use our application logo on the Main Menu, so that the user can remember our application.
* As a developer, I want to use our application icon on the application, so that the user can identify our application from the application menu on the Android OS.
* As a developer, I want to redesign the Edit Rule screen, so that it can allow for new causes and effects to be added to a rule.
* As a developer, I want three cause types, so that we can test the rules engine evaluation.
* As a developer, I want three effect types, so that we can test the rules engine results.

### Iteration 5

* As a developer, I want to connect the Broadcast Receiver and the Rules Engine classes, so that the causes are sent to be evaluated once they are triggered.
* As a developer, I want to connect the Rules Engine and the Rules Database classes, so that the Rules Engine can evaluate cause data stored in the database.
* As a developer, I want to connect the Rules Engine and the Action Executer classes, so that a cause tree evaluated to true will produce results that the user can see.
* As a developer, I want a test database function, so that the user will have a few sample rules available when they first install the application.
* As a developer, I want to reskin the Edit Rule screen, so that the user can see clear definition between different sections with clarity.
* As a developer, I want an Update Rule button, so that the user can save a new rule in the database.
* As a developer, I want the Update Rule button to handle rules that are already created, so that they can be updated in the database instead of being recreated.
* As a developer, I want a phone call Cause dialog, so that the user can choose a contact to be used in their rule.
* As a developer, I want a test message Cause dialog, so that the user can choose a contact to be used in their rule.
* As a developer, I want a time Cause dialog, so that the user can choose a time that they want the rule to be triggered.
* As a developer, I want a notification Effect dialog, so that the user can create a custom notification to be displayed in the notification bar.
* As a developer, I want a toast Effect dialog, so that the user can create a custom message to be displayed briefly.
* As a developer, I want a vibrate Effect dialog, so that the user can create custom vibrate tones and store this tone as an effect.
* As a developer, I want to update the dividers between items in the lists, so that they are more aesthetically pleasing.
* As a developer, I want to create a Preliminary Design Document, so that we can present documentation at the presentation at the end of the iteration.
* As a developer, I want to create a Preliminary Design Slideshow, so that we can have a basis for the presentation at the end of the week.

### Iteration 6

* As a developer, I want to be able to search causes by type, so that I can evaluate more than one rule at once if they trigger at the same time.
* As a developer, I want to redesign the cause tree, so that it will evaluate multiple causes properly.
* As a developer, I want to allow rules to be turned on and off, so that the user can decide which rules they want to be evaluated at a given time.
* As a developer, I want to provide a slide presentation for Samsung, so that we can update our clients on our progress since before winter break.
* As a developer, I want to add a flow mini-map to our presentation slides, so that the client and professors can follow along with our backend code design.
* As a developer, I want to update the contrast in our slides, so that the user can see our slides in different lighting conditions.
* As a developer, I want to design an AND and OR interface, so that the user can add their own ANDs and ORs to the causes.
* As a developer, I want to turn off screen rotation, so that the user doesn't get confused due to phone orientation.
* As a developer, I want to add "Not Implemented" toast messages, so that the user can see what features are completed, and which are not yet implemented.
* As a developer, I want to remove the grid view, so that the user can have a clear and simple interface for choosing between text items.
* As a developer, I want to be able to save a rule after any fields are updated, so that the user doesn't have to manually update the rule and the information is retained properly.
* As a developer, I want to fix the back stack, so that there aren't extraneous activities being created throughout the rule creation process.
* As a developer, I want a vertical separation of causes and effects on the Edit Rule screen, so that the user won't cross the divider lines for each list.
* As a developer, I want to limit ANDs and ORs to expressions with at most one level of nesting, so that users won't get confused by the complexity of the expressions for rules.
* As a developer, I want to create a cause tree structure that generates from a string of leaves, so that the algorithm is more efficient.
* As a developer, I want to start designing a system to implement the rules engine under a separate service so that the rules are evaluated in all of the edge cases.
* As a developer, I want to check causes and effects for duplicates, so that the interface is clear of clutter.

### Iteration 7

* As a developer, I want a function that will display a user friendly version of the cause tree, so that the user can see what the rule is supposed to do.
* As a developer, I want to be able to edit causes, so that the user can make quick changes or tweak parameter values.
* As a developer, I want to be able to edit effects, so that the user can tweak parameter values for effect messages.
* As a developer, I want to be able to delete causes, so that the user can remove unwanted causes from the cause list.
* As a developer, I want to be able to delete effects, so that the user can remove unwanted effects from the effect list.
* As a developer, I want to run the rules engine from a service, so that the rules evaluate in edge cases and the evaluation is more efficient and independent from the application.
* As a developer, I want a sound Effect type, so that the user can play sounds as an effect.
* As a developer, I want a ring mode Effect type, so that the user can change their ringer settings as an effect.
* As a developer, I want a location Effect type, so that the user can creates rules that are dependent on the phone's location.
* As a developer, I want the location type to account for multiple kinds of services, so the user can decide how accurate they want the location updates to be and save battery as need be.
* As a developer, I want to change the vibrate Effect so that it is a simple tone, so that the user doesn't get confused with the vibrate tone integer string during effect creation.
* As a developer, I want a Wi-Fi Effect type, so that the user can create rules based on current Wi-Fi settings.
* As a developer, I want to be able to share rules with another phone, so that users can share their created content as they see fit.
* As a developer, I want to be able to share rules using NFC, so that users can use this useful and cutting edge feature on Samsung devices.
* As a developer, I want to remove the account tables, so that we can provide a much more secure OAuth service to the user.

### Iteration 8

* As a developer, I want to add ANDs and ORs to the cause list, so that the user can see the expressions as they are being created.
* As a developer, I want to migrate all unresolved bugs to our Bitbucket tracker, so that our clients can view our progress on fixing errors and we can document them in a formal fashion.
* As a developer, I want to fix the stack on the Edit Rule screen, so that new causes, edited causes, and deleted causes don't create new activities that are not needed.
* As a developer, I want to redesign the background service, so that it will properly trigger all the causes from the Android OS and interact with application when necessary.
* As a developer, I want to implement actions on the action bar, so that the user can access different functionality at the touch of a button.
* As a developer, I want to implement contextual action bars, so that the user can have different action bar items available depending on the current item selection and screen.
* As a developer, I want to be able to handle duplicate rules, so that sharing will not create redundant instances of rules that are identical in every way.
* As a developer, I want a listener for Wi-Fi, so that Wi-Fi causes will be triggered whenever a change in Wi-Fi settings has occurred.
* As a developer, I want a listener for location, so that the location causes will be triggered whenever the phone receives an update that is better than the old location.
* As a developer, I want to update our slides for the Midterm Design Review, so that we can have an updated presentation representing our work since the PDR.
* As a developer, I want to update our Midterm Design Review document, so that we can update our documentation for our work since the PDR.
* As a developer, I want to spend additional time debugging, so that we have a clean iteration release, and we have a robust interface for user testing.
* As a developer, I want to format our code into one standard form, so that our code is legible, clear, and uniform.
* As a developer, I want to create Javadoc comments, so that our code is documented better internally.
* As a developer, I want to generate a Javadoc file, so that external developers (such as our clients after we hand it off) can understand all of the classes, functions, and members through code documentation.