# User Needs

We met with Samsung and outlined our requirements for the project. These requirements are organized into user stories, so that we can develop a project in a structured manner that abides by our agile development methodology. Some user stories can be considered "epic." Epic user stories are high level requirements and are intended to be broken into sub user stories and tasks when developed. For organizational purposes, the stories are organized into three categories. High Importance user stories are user stories that the client specifically asked for, are epic, or are "need to haves." Medium important stories are the "nice to haves" and complete "if extra time is available." Low importance user stories consist of our project backlog and end product ideas.

## High Priority User Stories

* As a client, I want a rules engine, so that users can automate phone actions.
* As a client, I want the rule creation process to be as easy as possible.
* As a client, I want a fluid user interface, so that all users can use our application with ease.
* Extensible to Third Parties
* As a client, I want rules to work with Boolean algebra, so that users can create complex rules to tailor to their needs.
* As a client, I want rules to be sharable, so that users can easily distribute their rule frameworks to others
* As a client, I want the application to require a minimum of Android version 4.0 (Ice Cream Sandwich), so that we can utilize the next generation of Android devices.
* As a client, I want the application to run on all Android v4.0+ devices, so that we can have as much user compatibility as possible
* As a client, I want to include NFC based rules and sharing, so that the app can make use of Samsung's latest hardware sharing technology.
* As a client, I want rules that react to the user's location, so that users can create intricate rules using any given location.
* As a client, I want to include Wi-Fi based rules and sharing, so that the app can make use of local network capabilities.
* As a client, I want to be able to put many rules in (stress test) and have it work as quickly as with very few rules.
* As a developer, I want an easily accessible database (such as SQLite).
* As a developer, I want to be able to decipher and encode rules with Boolean algebra.

## Medium Priority User Stories

* As a client, I want the application to be optimized for battery efficient, so that the application will not drain the phone's battery life.
* As a client, I want an additional drag and drop rule creation interface, so that the user can choose to have a fluid look and feel while creating rules.
* As a client, I want the application to run quickly and not to slow down my phone’s other processes.
* As a client, I want the application to not take up much space on my phone.
* As a developer, I want to be able to also share using email, MMS, Facebook, and Dropbox, so that users can have options on the sharing medium.
* As a developer, I want to create user notifications, so that users are aware of the application's activity and progress.
* As a developer, I want to include a user preferences activity, so that users can tweak and enable settings for the application.
* As a developer, I want to have text message based rules, so that I can debug rules using the phone's mobile network.
* As a developer, I want to have time-based rules, so that I can debug the application easily.
* As a developer, I want to have vibrate-based rules, so that I can debug the application easily.
* As a developer, I want to have "Toast" based rules, so that I can debug the application easily.
* As a developer, I want to have Facebook-based rules, so that I can test the account sync rules.
* As a developer, I want to have Google-based rules, so that I can test the account sync rules.
* As a developer, I want to have Dropbox-based rules, so that I can test the account sync rules.

## Low Priority User Stories

* As a developer, I want to have screen animations, so that the application is fluid and aesthetically pleasing.
* As a developer, I want a cool logo, so that our application is memorable and aesthetically pleasing.
* As a developer, I want a cool application icon, so that our application is easy to recognize on the Android home screen.
* As a client, I want to know the application is working correctly when closed.

### Phone/Physical Rules

There are many phone features that will be included in the final product. Some of the rule types are considered more important, and there are listed above and are not included in this list. For the sake of space and organization, the list of phone-based rules is listed as an appendix at the end of this document.

### Account Sync Rules

There are also numerous account types that will be integrated in the final product. The plethora of accounts and rule types even prompted the creation of a "Category View" that will be the default view for browsing rule options. For the sake of space and organization, the list of account types is listed as an appendix at the end of this document.