

Project Description

We are developing an alarm clock for Android. What sets our application apart from the norm is the addition of fun “modules” which determine how the alarm will be turned off or snoozed. Some examples of modules are puzzles or perhaps math problems. Like exciting derivatives.

License motivation

We chose to use the Apache License, version 2.0. Our reasons for this choice:

- It will give our user full freedom to use the application how they want to use it with no restrictions.
- Allows future development by other developers and to praise an open ecosystem.
- It is already widely used by the Android ecosystem.
- 2008 Google mentioned that 25 000 of 100 000 projects in Google Code uses the Apache License, version 2.0.
- Gives free PR and proves that it is a “Good-guy” project.
- Is compatible with GPL licence version 3 - http://en.wikipedia.org/wiki/Apache_License

List of features we expect to complete before the projects end

- Can set up alarm
 - Singular
 - Recurring
- Can sound alarm
 - The alarms sound level will drop when the subject attempts to solve the task
 - Can snooze alarm
 - Can stop alarm
- Can edit alarm
 - Can disable alarm
 - Can reschedule alarm

We do also expect to complete at least two different type of modules to unlock/stop the alarm. We will aim to make two different genres:

- Games (like the classic labyrinth)
- Solving some kind of problem (math, logic, etc.)

Who does what?

Andreas Rolen - Scrum Master
Joakim Persson - Product Owner
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