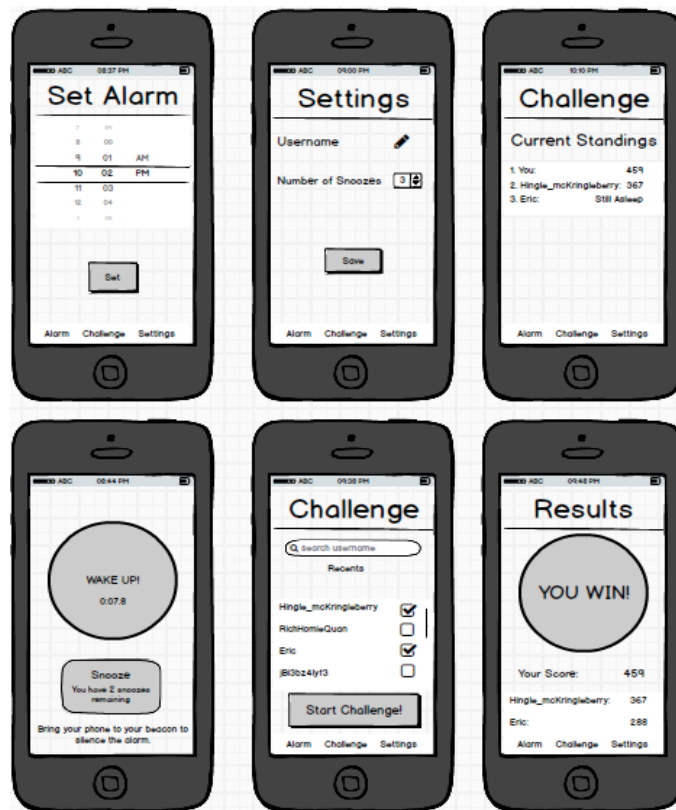Geoff Gilles
Westley Bonack
Alex Faber

Suman Alarm

UI Mockups

Milestones
Week 1 and 2 (March 9 - March 22)
By the 22nd, we plan to have our environment setup. The main view (which sets the alarm) and the alarm view will be crafted. The capability to set an alarm and have it go off at a designated time will be researched extensively and not yet implemented, but we will have the functionality for an alarm to go off when the app is in the foreground completed.

Week 3 and 4 (March 23 - April 5)
By the 5th, we will start mapping out our api, which will either be a Ruby on Rails or Node.js application. It will allow us to begin implementing the challenge feature. Hopefully, we will have found out that it's possible to set an alarm that will open the app and go off when the

application itself is in the background or closed. If it is possible, we'll have that functionality completed. Challenge views should be made, but not entirely functional.

Week 5 and 6 (April 6 - April 19)
By the 19th, all of our views will be functional. Users will be able update their settings, and push them to the server. User's will also be able to challenge each other as such: User A challenges user B by setting their alarm and typing in user B's username. At that point, user B sees the challenge by refreshing their challenges view and can accept.

Week 7 and 8 (April 20 - May 3)
By the 3rd we plan to have everything done, which includes these functionalities
- User can set alarm (foreground and, hopefully, background)
  - Alarms must be set every night
  - User is able to challenge other users by typing in other users' user names
- Alarm wakes user up
  - User is able to snooze for a specified numbers of time, but the timer still runs and is recorded
  - After all snoozes are exhausted, the alarm will not turn off until the the phone is placed within a close proximity to gimbal beacon.
    - User may override if there's no gimbal beacon around by completing a simple challenge.
- User can set user name, max number of snoozes
- User can accept challenges
- User's time is recorded and sent to server
- Users are able to determine if they've won a challenge
- (Stretch Goal) User is able to see the record: average wake up time, best wake up time.