COMP 3350 Project
Rise and Shine - Iteration 0

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Vision Statement

Rise and Shine is a customizable alarm clock which will only silence itself once a task, ranging from a math problem to flash card review, has been completed. The alarm clock allows for varying tones, wake up times, wake up schedules, and wake up tasks to ensure that all types of sleepers adequately wake up at a specified time.

Traditional alarm clocks are silenced by something as simple as a stop button, or easily extended through buttons which extend the alarm (typically referred to as "snoozing"). These options enable behaviour such as oversleeping through constant alarm snoozing, or stopping an alarm and falling back asleep. Rise and Shine intends to curb this behaviour by requiring cognitive interaction to silence or snooze an alarm. By requiring Rise and Shine users to cognitively interact with their alarms before silencing or snoozing, Rise and Shine will ensure that a user's alarm going off means that they will indeed wake up at that time.

Rise and Shine is intended for use by people of all ages, ranging from a middle-schooler waking up for a morning hockey practice, to a businessperson waking up early for their flight. The application will allow its users to change various settings based on their individual wake up preferences.

Rise and Shine will be comprised of three tabs: alarms, tasks, and settings. The first tab, alarms, will allow users to see at a glance all of the alarms that they have created, along with the status of each alarm (whether it is enabled or disabled). Tapping on an alarm in this tab will allow the user to edit parameters about the alarm, such as the alarm tone, task involved, and more. The second tab, tasks, will allow the user to customize existing tasks or create new tasks altogether. Example tasks include flash cards, where the user could require reviewing certain material before silencing their alarm, tic-tac-toe, algebraic equation solving, and more. Some tasks, such as flash cards, will require user input before being able to be used as a task within an alarm. Finally, the third tab, settings, will allow the user to import custom alarm tones, send feedback to the Rise and Shine team, and more.

Since Rise and Shine is an alarm clock, it is paramount that it performs without fail, every time. To ensure that this is true, rigorous testing must be performed before the application is publicly released.

Rise and Shine is initially going to be released as an Android application, with the potential to be released for iOS in the future. Rise and Shine will be considered a success if it acquires 1,000 new users in the first month of its public release, with 25% of these users continuing to use the app on a weekly basis, and if these users report feeling more refreshed after using Rise and Shine compared to previous alarm clocks.

Big Stories

Iteration 1:

Alarms	Sounds
As an user I would like to be able to edit, and see the detail of my alarms.	I would like to be able to have different sound options in the alarms.
Priority: High Cost: 7 days	Priority: Medium Cost: 3 days

Settings
I would like to be able to manage different features of the alarms I create.
Priority: High   Cost: 3 days

Iteration 2:

Snooze	Flashcards
As an user I would like the snooze button after the puzzle is solved	As a student, I would like to be able to create and use flashcards as a wake up challange.
Priority: High Cost: 3 days	Priority: high Cost: 6 days

Tasks

As an user I would like to manage the task or puzzle that will be used in my alarms.

Priority: High   Cost: 3 days

Iteration 3:

Math

I would like math problems of varying difficulty as a wake up puzzle.

Priority: low   Cost: 3 days

Music

I would like to be able to use music from my library as alarm sounds.

Priority: Medium   Cost: 3 days

Morse

I would like to be able to have a Morse code alarm sound with translating it being the solution.

Priority: Medium   Cost: 6 days

Iteration 1 Detailed User Stories

New Alarm UI

The user interface that user creates their new alarm and sets the attributes.

Should this be linked to the editting UI?

Priority: high   Cost: 2 days

Main Alarm UI

The user interface that user sees when an alarm goes off with the snooze, close and solve UI parts (not made in this iteration but framework should be made).

Should a dummy puzzle be put here for now?

Priority: high   Cost: 3 days

Editing UI

The user interface that user can edit the attributes of their saved alarms.

Question: Should this interface inherit from the new alarm UI?

Priority: high   Cost: 1 day

Alarm List

Display all saved alarms along with their time and activity, and provide edit and new options.

Question: Should the delete option belong here or in the edit interface or both?

Priority: high   Cost: 3 days

Sound Options

Let the user choose between different sound options for each alarm

Priority: high   Cost: 3 days

Settings Page

Create a page for global alarm settings. Includes options like snooze time, alarm volume, etc.

Priority: high   Cost: 3 days

Toggle Alarms

Add toggles to each alarm in the alarm list to turn alarms on or off

Priority: medium   Cost: 1 day