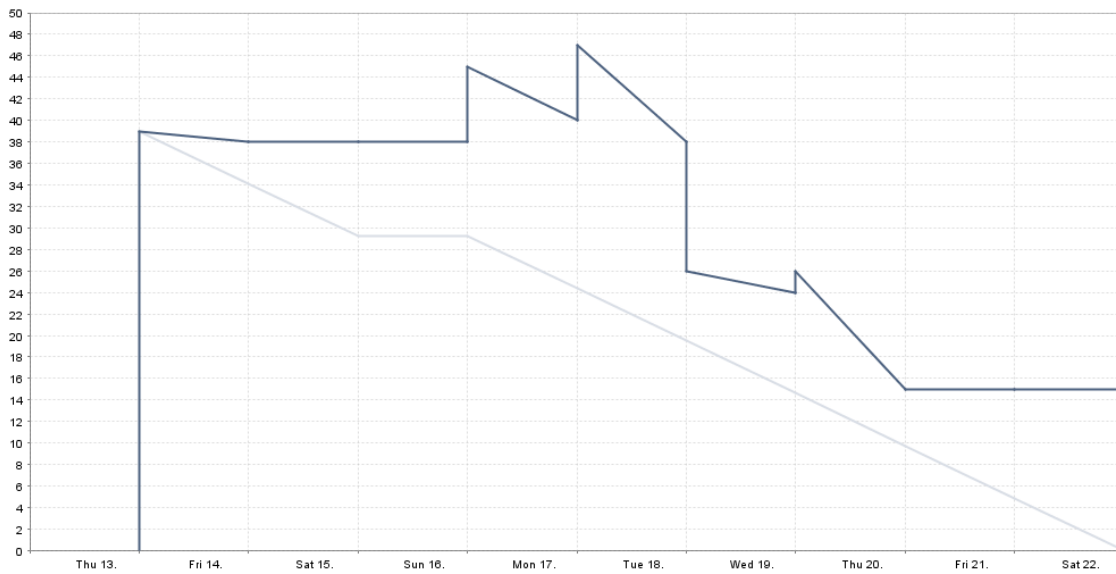


# Spang

Sprint Backlog, september 24, 2012

**Sprint** *spr1* 1st (Korean) sprint!  
**Period** to, sep 13 - lö, sep 22 (9 days)  
**Work progress** 24 of 24 hours (100%)  
**Product Owner**  
**Scrum Master**  
**Team**



sto25	Dual-swipe scroll!	4/4 hrs. (100%), 3 SP
<i>Story description</i> Scroll buttons are replaced by a two-finger-swipe gesture (up/down). Only for devices that support multiple touch inputs.		
<i>Acceptance tests</i> The computer page scrolls when two fingers are swiped vertically.		
<i>Closed tasks</i>		
tsk57	We already did it	

sto14	Send gyroscope input from android to PC	
<i>Story description</i> Sends the gyroscope input from phone to PC. The values are shown both on the android device and the PC.		
<i>Acceptance tests</i> The values on the PC are the same as the ones on the android device.		
<i>Closed tasks</i>		
tsk28	Create class for GyroscopeSensor	
tsk33	Create View which displays output on PC	

sto13	Send accelerometer input from android to PC	1/1 hrs. (100%), 2 SP
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<i>Story description</i> Phone is sending the xyz input from the accelerometer. The android device and the PC shows the values in real-time.		
<i>Acceptance tests</i> The correct values are shown on the PC.		
<i>Closed tasks</i>		
<i>tsk27</i>	<b>Create class for AcceleratorSensor</b>	
<i>tsk32</i>	<b>Create View which displays output on PC</b>	

<i>sto11</i>	<b>Send scroll from android to PC</b>	2/2 hrs. (100%), 2 SP
<i>Story description</i> When I push the up/down buttons the page scrolls on the computer.		
<i>Acceptance tests</i> The page scrolls down/up.		
<i>Closed tasks</i>		
<i>tsk15</i>	<b>Implement scrollbar controll on android</b>	
<i>tsk17</i>	<b>Implement scroll event</b>	
<i>tsk54</i>	<b>Implement scroll decoder</b>	

<i>sto20</i>	<b>Send light sensor input from android to PC</b>	
<i>Story description</i> Depending on the input from the phone sensor, the screen brightness of the PC is changed.		
<i>Acceptance tests</i> Brighter environment = brighter screen		
<i>Closed tasks</i>		
<i>tsk39</i>	<b>Create light sensor class</b>	

<i>sto10</i>	<b>Send rightclick from android to PC</b>	
<i>Story description</i> A button in the android app sends a right-click to the PC.		
<i>Acceptance tests</i> A right-click is made on the computer.		
<i>Closed tasks</i>		
<i>tsk18</i>	<b>Make a rightclicking event</b>	

<i>sto9</i>	<b>Send leftclick from android to PC</b>	
<i>Story description</i> A button in the android app sends a left-click to the PC.		
<i>Acceptance tests</i> A click is made on the computer.		
<i>Closed tasks</i>		
<i>tsk20</i>	<b>Make a leftclicking event</b>	

<i>st08</i>	<b>Send mouse input via android touch screen</b>	5/5 hrs. (100%), 3 SP
<i>Story description</i> A swipe on the touch screen results in mouse-pointer movement on the PC. This does not include click.		
<i>Acceptance tests</i> The mouse pointer moves.		
<i>Closed tasks</i>		
<i>tsk11</i>	<b>Make it possible to send touch screen info</b>	

<i>st06</i>	<b>Send welcome message from PC to android</b>	6/6 hrs. (100%), 3 SP
<i>Story description</i> When the android is connected, the PC sends a welcome message to verify the connection.		
<i>Acceptance tests</i> The android device receives and displays the welcome message.		
<i>Closed tasks</i>		
<i>tsk6</i>	<b>Java Version</b>	
<i>tsk7</i>	<b>C# Version</b>	
<i>tsk13</i>	<b>Test</b>	
<i>Description</i> Test how the low level parts of c# differs from the low level parts of java with respect to UDP and tcp managment.		
<i>tsk50</i>	<b>Grundläggande Nätverks-API</b>	
<i>Description</i> Lättanvändigt API för att connecta och skicka / hämta data. Blocking.		

<i>st05</i>	<b>Connect to PC from phone</b>	1/1 hrs. (100%), 3 SP
<i>Story description</i> Using the IP and port of the PC host, the android application connects, and sends a message to the PC.		
<i>Acceptance tests</i> The PC receives and displays the message correctly.		
<i>Closed tasks</i>		
<i>tsk4</i>	<b>Java Connection</b>	
<i>tsk5</i>	<b>C# Connection</b>	
<i>Description</i> Asstablish a connection from an android application		

<i>st04</i>	<b>Open port on PC</b>	3/3 hrs. (100%), 0.5 SP
<i>Story description</i> Using the PC app, a port is opened using a combination of input components.		
<i>Acceptance tests</i> The port appears open using the command "netstat -a" (Windows) and "netstat --listen" (Linux).		

Closed tasks

<i>tsk2</i>	Java port open
<i>tsk3</i>	C# Port Open
<i>Description</i> Open a port on a pc using c# code For both UDP and TCP use.	

<i>st03</i>	Open PC app	1/1 hrs. (100%), 0.0 SP
<i>Story description</i> Run the PC application.		
<i>Acceptance tests</i> The application starts and shows a window with the text "Spang".		
<i>Closed tasks</i>		
<i>tsk8</i>	C# Application	

<i>st02</i>	Open android application	1/1 hrs. (100%), 0.5 SP
<i>Story description</i> Touch app icon to launch app on phone/emulator. To be able to use the upcoming features of the app.		
<i>Acceptance tests</i> The application runs without problems. When started, the application shows a label saying "Spang!"		
<i>Closed tasks</i>		
<i>tsk1</i>	Done	
<i>Description</i> Create a working android project.		