

Spang

Product Backlog, september 24, 2012

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| st023 | Replace leftclick button in mouse func with tap | 5SP |
| <i>Story description</i> Instead of using a button that takes up space in the GUI, the user now can tap anywhere on the screen to click. | | |
| <i>Acceptance tests</i> Left click through a single tap works! | | |
| st022 | Send humidity input from phone to PC | 0.5SP |
| <i>Story description</i> | | |
| <i>Acceptance tests</i> Breathe on phone and see if the values change. | | |
| st021 | GPS location from phone to PC | 0.5SP |
| <i>Story description</i> Sends the coordinates of phone to PC. | | |
| <i>Acceptance tests</i> Check received coordinates in Google maps. | | |
| st019 | Activate non-gui functions with "checkboxes" | 3SP |
| <i>Story description</i> On the main functions menu, functions like accelerometer are activated through GUI elements working like checkboxes. | | |
| <i>Acceptance tests</i> Green light in menu => function activated. | | |
| st018 | Change settings for sensors | 3SP |
| <i>Story description</i> Open settings menu from the main functions menu. Different sensors live under specific tabs. | | |
| <i>Acceptance tests</i> Applied settings are used in the app. | | |
| st017 | Create a functions menu in android app | 2SP |
| <i>Story description</i> A menu with icons and text for all implemented functions. When an icon is tapped the selected function is started. | | |
| <i>Acceptance tests</i> The correct Activity is started when its icon is pressed. | | |
| st016 | Enable multiple phone connections | 5SP |
| <i>Story description</i> Open multiple ports in the PC application, and connect phones to those ports. | | |
| <i>Acceptance tests</i> Input is received from all connected phones. | | |
| st015 | Send and interpret orientation input from android to PC | 0.5SP |
| <i>Story description</i> The value of the orientation on the android device is sent and interpreted by the PC. When the orientation changes on the android device, the same happens on the PC. | | |

Acceptance tests

The PC changes orientation when the android device does.

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| <i>st012</i> | Send keyboard signals on android to PC | 2SP |
| <i>Story description</i> A push of a key on the android keyboard results in a corresponding key press on the PC. | | |
| <i>Acceptance tests</i> An arbitrary key is pushed on the android and the same key is pressed on the PC. | | |

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| <i>st07</i> | Send button input from android to PC | 5SP |
| <i>Story description</i> The pushed button in the android app represents a key-combination on the computer. When the button is pushed the key-combination is executed on the PC. | | |
| <i>Acceptance tests</i> The key-combination is executed correctly on the PC. | | |

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| <i>st026</i> | Single-swipe scroll | 2SP |
| <i>Story description</i> For devices that don't support multiple touch inputs, the scrolling takes place on the right side of the device's screen, and is activated by swiping up/down with one finger. | | |
| <i>Acceptance tests</i> Scrolling the page works by swiping up/down on the right-most part of the android screen. | | |

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| <i>st027</i> | Improved android to PC-typing | 5SP |
| <i>Story description</i> When the user types on the phone, each key-press is sent to the PC instantaneously and the text is written on the pc. | | |
| <i>Acceptance tests</i> The keyboard presses on android device result in corresponding letters in the PC textfield. | | |

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| <i>st028</i> | Custom command creation | 8SP |
| <i>Story description</i> Creating a command by starting the short-cut function, and pressing an empty slot. The user is then sent to a form to create the new command. When done, the user is returned to the short-cut screen. Fields in command creation: <ul style="list-style-type: none">- Name of command- command- (size) | | |
| <i>Acceptance tests</i> Create a command, and try it out. Does it work? Good. | | |

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| <i>st031</i> | Open Google in browser when search-button is pressed | |
| <i>Story description</i> When physical search button is pressed, the browser starts and navigates to Google. | | |
| <i>Acceptance tests</i> | | |

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| <i>st032</i> | | |
| <i>Story description</i> | | |

