**Acceptance Tests**

* 25th January 2016
  + We will have a rate card, stating the cost of our work per hour
  + We will be able to access the camera on the device
  + We will be able to export an APK file
  + We will get our app uploaded to the Google Play Store
  + We will define our own programming values
  + We will define our A, B and C projects
  + We will have four user stories, that describe an interaction with the app
  + We will define our app specifications, based on our user stories
  + We will begin work on our teamwork document
  + We will begin work on our project management document
* 1st February 2016
  + We will create wireframes, based on our app specifications and user stories
  + We will be able to be able to switch between the front and rear camera
  + We will complete our teamwork document
  + We will complete our project management document
  + We will have a working prototype
  + We will learn more about branching on GitHub through Lynda.com’s “GitHub for Web Developers”
* 8th February 2016
  + We will be able to save images to the device
  + We will be able to navigate between screens using buttons/icons
  + We will test our prototype on family and friends to get feedback
  + We will write our design justifications, based on our prototype/wireframe
  + We will compile all of our planning documentation into one document
* 15th February 2016
  + We will continue to test our prototype with family and friends
  + We will have written about the process of creating our prototype
  + We will have all the graphics for the app created
  + We will have all the final alignments and placeholders added to every page of the app
  + We will know how to create a text input field
  + We will be able to allow the user to approve a preview of the image, before they chose to save it
  + We will have all the internal references completed in our planning document
* 22th February 2016
  + The user will be able to enter text into the application
  + We will be able to key out a green background
  + We will have the Wish I Was Here overlay appear on all the images
  + We will be able to allow the user to preview the image before having the option to save the image to the device
  + We will be able to login to Twitter
  + We will have our planning documentation completed and printed
  + We will be fully prepared for our Presentation, with an interesting and relevant PowerPoint
  + We will have an invoice completed and printed to present to John
* 29th February 2016
  + We will complete and incorporate the remaining graphics for the app
  + We will add the toggling settings buttons to the settings screen for the learning mode and for auto save mode
  + We will have APKs exported for our presentation and available on devices
  + We will have finalised our presentation and invoice (with the newest hours worked)
  + We will deliver and informative and interactive presentation
  + We be able to display a Google Street View image on screen
  + We will be able to save out an image with the user (green screen keyed out), the background (which may still be a testing image) and the Wish I Was Here overlay, all as one image
  + We will be able to send a tweet to Twitter with an image included
  + We will be able to allow users to login and tweet from their own Twitter accounts
* 7th March 2016
  + We will be able to send a tweet to Twitter with an image included
  + We will be able to allow users to login and tweet from their own Twitter accounts
  + We have tried using the Android Studio for the incorporation of Google Maps for Android API
  + We will be able to let users search for a specific location
  + We will be able to inform the user where the location is (name)
  + The favourite screen will reset when the user enters that page again
* 14th March 2016
  + We will have our Processing app running in Android Studio
  + We will allow users to add their own favourites
  + We will have all of the text boxes restricted, so text cannot go outside of them
  + We will restrict the number of characters that can be entered into the share message text box
  + We will be able to allow users to login to their own twitter account (getting the relevant access keys in return)
* 22nd March 2016
  + We will be able to allow users to login to their own twitter account (getting the relevant access keys in return)
  + We will have the green screen keying happening remotely i.e. accessing images from it using http request maybe?
  + We will be able to send an image and text out on Instagram using our own account
  + Find a way to store images/files in storage which is local to the app
  + We will identify a new set icons that we could possibly use to replace the ones in our app
  + We will email John in relation to twitter Login in Android Studio about how to set up and implement android studio, fabric and twitter login details.
* 29th March 2016
  + We will be able to send an image and text out on Instagram using our own account
  + We will find a way to store images/files in storage which is local to the app
  + We will be able to allow the user to move around the environment by moving the device
  + We will integrate a text limit, the user will only be able to enter a certain amount of characters into the message section depending on which message section they are using.
  + We will add a landing page which gives the user the option to login or not into twitter.
* 4th April 2016
  + We will be able to send the camera live images to the server, get the server to process the green screen and return the keyed image to the app to be displayed in the camera live view screen
  + We will also give our application an app icon that will display on a device.
  + We will have attributions to the various resources that were used in the project, this includes a google attribution also.
    - Google - Street View Image API
    - Twitter4j
    - Ketai
    - Processing
    - Android Studio
    - Fabric.io
    - Express JS\*
    - Jimp\*
    - Onecolor\*
  + We will write the content for the about page.
  + We will create the additional graphics for de-selected twitter, save and disabled accelerometer.
  + We will be able to access the orientation of the device and get the icons on the live camera preview screen to rotate in the right direction.
  + The user will have the option to share their photograph with apps outside of our app.
* 11th April 2016
  + We will have a list of questions to ask John in relation to our project based on a number of different things such as submission and individual write-up
  + We will try to create a learning mode which will teach the user about the different functionality of the application
  + We will have all the comments redone and re-formatted for clearer reading/understanding
  + We will have a readme file on github, explaining about the application project
  + We will apply the graphics created in the previous sprint and have its functionality working also
    - Shake movement off
    - Save off
    - Twitter off
  + We will have created new graphics such as:
    - Sharing Icon
    - Passport Icon (‘About’)
    - We will have a plain globe icon to bring the user back to the live preview screen to their last location
  + We will have the google play store questionnaire re-evaluated to ensure we have set out the correct information about our application
* 18th April 2016
  + It will be possible for users to scroll around their environment, in a logical way, in both portrait and landscape mode
  + If a user is running Android Marshmallow (6.0) on their device, we will trigger a request to ask them to allow permissions for the app
  + All the releases we made to the Google Play Store will be listed on GitHub, with a description of the release and a zip folder of the code at that time
  + If a user logs in with their Twitter account, their login will be remembered by the app until such time as they choose to log out
  + All new sections of the code will be recommended
  + Our Google Play Store app listing will be updated with images of the app’s screens, and it’s description will be updated as well
  + All of the comments in the main app will be reviewed and changed/removed as necessary
  + The GitHub README files will be reviewed and updated as necessary
  + We will continue with trying to optimise the app
  + We will test the app on real users, getting them to go through the process of using the app… from downloading it from the play store, to running it on their device
  + The Twitter login screen will be responsive (depending on size of device) and it’s background image will display on all devices