# Functional Document for Mind Master

## 1. Introduction

The Mind Master project aims to provide a secure environment for users by offering app-locking functionality, specifically targeting gambling-related applications. This tool is designed to help users manage and monitor their usage of specific apps by locking and tracking access, promoting safer usage habits and reducing the risk of gambling addiction.

## 2. Product Goal

The primary goal of Mind Master is to enhance user control over gambling app usage, enabling individuals to lock, monitor, and receive notifications about their app usage. The app is designed to reduce compulsive behavior and support users in maintaining healthy device habits.

## 3. Demography (Users, Location)

### Users

- Target Users: Individuals concerned about gambling habits, parents, guardians, and individuals interested in enhancing their digital wellness.  
- User Characteristics: Diverse age groups, varying technical proficiency, and motivation for using app-locking and tracking features.

### Location

- Target Location: Worldwide, with emphasis on regions where gambling is prevalent and gambling apps are accessible.

## 4. Business Processes

The key business processes include:

- User Registration and Authentication: Users register securely with personal credentials to access the app lock functionalities. Authentication ensures that only authorized users can access locked apps.

- App Detection and Categorization: The app detects gambling applications on the user’s device, categorizes them, and allows the user to monitor and lock them.

- App Locking and Access Control: Users can lock gambling apps using PIN, pattern, or biometric authentication methods. The app restricts access until the correct authentication is provided.

- Access Logging and Notification: Access attempts are logged for later review, and notifications alert users when gambling apps are accessed or unlocked.

## 5. Features

### Enhanced User Authentication:

Allows secure user registration and login with multiple authentication methods, such as PIN, pattern, or biometric verification. Includes account recovery options for secure access.

### Gambling App Detection and Monitoring:

Detects gambling-related apps on the device automatically. Notifies users when a new gambling app is detected and offers options to lock it immediately.

### App Locking Mechanism:

Users can lock apps with a choice of security methods. Supports auto-locking after a specified inactivity period and customizable locking options for individual apps.

### Access Logging and Tracking:

Logs all access attempts with timestamps and the result (e.g., successful/failed attempts). Allows users or administrators to review access history for each locked app.

### Real-Time Notifications:

Sends real-time notifications to users when gambling apps are accessed or unlocked. Offers configurable notification settings to avoid excessive alerts.

## 6. Authorization Matrix

|  |  |
| --- | --- |
| Role | Access Level |
| Admin | Full access to all user accounts and lock settings. |
| Standard User | Access to app lock settings and personal notifications. |
| Guest User | Limited access to general information without locking functionalities. |

## 7. Assumptions

- The development environment and infrastructure will remain stable throughout the sprint.  
- Users are willing to provide necessary permissions for the app to detect and categorize gambling apps.  
- The team possesses the required skills and resources to complete the tasks within the sprint.