Project scope

Name:	Shane Toma
Community (UN SD goal):	Goal 3: Good Health and Well-Being
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Project Name	RageQuit No More
Project Deliverables	
MVP 1: Oven Timer	Whitelist: Be whitelisted by Overwolf to use their platform to create our project on. Hello World: Using Overwolf, have a "Hello World" message be displayed to the user. Tik Tok: Time the time the program is launched for and display a message to the user once the time limit is reached.
MVP 2: First Game Data	Communicate Collect game data and display it in a test window. Slightly Informed Decision From game data, count how many games the user has played and prompt them to take a break.
MVP 3: Educated Guess	Decide it: Choose AI/ML algorithms and techniques that meet our needs. Feed it: Feed data to the AI/ML program. Learn it: Develop an AI/ML agent capable of learning and predicting what a players upcoming performance is likely to be.

	Apply it:
	Using the AI/ML agent, provide a better tailored guess as to when a player should be prompted to take a break.

Project Exclusions

NA