

Project Scope Statement	
Proposed Project	RageQuit No More
Project Deliverables	
Life-Game Balance	As a user: I want to know when I have played for too long. I want to know when the game is impeding on important times of my day.
Game Enjoyment	As a user: I want to play games in a manner to enjoy them to their fullest. I want to love my hobby.
Game Addictiveness	As a user: I do not want to play games in a way that harms other aspects of my life. I want to preserve my well being mentally, socially, and physically.
Mental Wellness	As a user: I want my mental and social health to benefit from the games I play.
Awareness	As a user: I want to learn my own limits, whether they be stretched further or cut shorter than average.
Education	<p>As a user: I want to know how much better or worse my actions may leave me.</p> <p>As a user: I want to be provided tools to learn how to improve my gameplay.</p>
Reward	As a user: I want to be rewarded for making positive choices.
Parental Concern	As a parent: I want to know how much time my child should spend on games. I want my child's time spent on games to be healthy.
Community	As a user: I want to be encouraged to participate in relevant communities that support my hobby.
Control	As a user: I want tools to support self regulation. I want to be stopped from negatively impacting my games community.
Acceptance	As a user: I want to feel welcome when I join a game lobby.