**GAMING TRACKER**

Problem it solves: It solves the problem of how long and when your children play games on electronics. It also helps adults regulate their game playing.

Intended users: Parents would set this app on their children’s devices. Adults can set it up on their devices to regulate their game play.

How it will solve problem: Once installed, you will be able to decide when a certain game application will be available and how long it will be available for. Then when it detects the game is being played, it sees if it is allowed to be played at that time and then it will start a timer for how long it can be played. You will have the option to have a notification bar at the top of the device to let you know how much time is left. You can also have notifications to another device when a game is being played and for how long. You can also lock the game from other device.

TOPICS

It will be using the Java framework to simplify the code we have to write by using other code. JavaBeans and Hibernate: It will be used to maximize effectiveness. As I understand each of the topics in more details I will utilize each to improve the application functionality.

