These are the documents and information for this project.

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## Problem Definition

### Introduction

The client wants a program that will track how long processes have been running for.

### Needs

Track all running processes

Collect statistics

Produce graphs based on statistics collected

Graphs embedded into program

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## Information from client

Client Needs:

\* Program to track how long applications have been running for.

\* Produce graphs based on the statistics.

\* Track all processes but have the ability to choose what is displayed.

\* “No life-o-Meter” - A progress a bar that fills up based on how long the program has been running for the past 2 weeks.

\* Graphs need to be rendered and displayed in the program.

\* Graphs based on Runetrack

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## Alternative Solutions

The only program that relates to this project is the "[Gameplay Time Tracker](http://www.gameplay-time-tracker.info/en/default.aspx)".

### Gameplay Time Tracker

#### Summary

The Gameplay Time Tracker does not have the following feature that are requested by the client:

\* Produce detailed graphs on each program in the database

\* Options to view a set time period, such as the week, month, day etc

\* Track all processes by default

\* Interface does not appeal to the client.

The following features are not wanted by the client, that are included in Gameplay Time Tracker:

\* Primarily focused on games, with algorithms to detect only games.

\* It does not automatically detect windowed games (they can be added manually)

\* It does not detect DOS games

\* It does not detect games running within console emulators

\* Game launcher, Client already uses Steam and Origin.