**Team Brain Rot**

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**Overview:**

Our application, ZeroWaste, aids users in avoiding distractions as you work on your job or tasks. It is an application that allows you to choose when distractions, such as social media, messaging with friends, or entertainment, become limited with a push of a button. Not only is ZeroWaste simple to use, but you may modify its functionality to suit your needs. With ZeroWaste, say goodbye to time wasting and say hello to new productivity!

**Solving The Problem:**

In ZeroWaste, the user is given the choice to choose what apps to lock and how long they want to lock it for, they are given a timer (eg. 30 Minutes, 1 Hour, ETC.) and the user may freely choose how long they want an app to be locked for to prevent the user from being distracted easily.   
  
ZeroWaste manages to shut down any chosen app completely, so there won’t be any background data or processes being run, saving time and efficiency for the user.

**The Application:**

* **Application Name: ZeroWaste**
* **What it is:**

ZeroWaste is an application that allows users to lock or time out apps that make the user become distracted while trying to focus on tasks or work. This application is designed more for people that tend to be busier than usual, such as students or working individuals.

**Features:**

* **App Lock**

App Lock allows the user to choose an app in their phone to lock or time out while trying to focus on doing work. This stops the user from becoming distracted as the apps are not allowed to be used while this feature is enabled.

* **Time Limiter**

Time Limiter is what allows the user to choose how long they want the chosen app to be locked or timed out for. Users are given any choice to the time limit.

* **Minimal Data Usage**

The app will be a lightweight and simple app to use, stopping any app that is locked from running any data or processes in the background, allowing the user to save memory, performance, and efficiency.

**Questions about the Application:**

* **Who are the potential users?**

The potential users for ZeroWaste are students or working individuals. Understanding the target audience, the app will remain as simple and lightweight as possible.

* **What tasks do they seek to perform?**

The potential users for ZeroWaste aim to perform tasks without having any distractions or any other disturbances that might cause them to be sidetracked and prevent them from finishing anything due.

* **What functionality should any system provide to these users?**

ZeroWaste aims to provide a distraction-free environment to users as the app will allow users to lock and timeout any applications that might get in the way of any task or work.

* **What constraints will be placed on your eventual design?**

The main constraint that is placed on ZeroWaste is simplicity. ZeroWaste is mainly focused on essential features. This means that advanced functionalities that might be useful to users, might be excluded to prevent overworking or confusing users. The requirements needed to run ZeroWaste are very minimal, making it able to run on almost any phone.

* **What criteria should be used to judge if your design is a success or not?**

The criteria used to judge the success / no success of our design will be determined through the feedback of our users. After the user’s time set is done and the apps that were locked, become unlocked, the user will be the amount of hours that were saved from distraction, and the user may input their feedback in a simple 5-star rating system, 1 meaning very distracted, and 5 meaning no distractions at all. This will allow us to know how effective our application will be towards our users, and we may take this feedback and incorporate other things that may help satisfy users in the future.