**Project Description**

ZeroWaste is a straightforward mobile app designed to boost productivity by allowing users to lock or time out distracting apps like social media and messaging. Ideal for students and professionals, it features customizable timers to prevent interruptions during work or study sessions. With minimal data usage and a user-friendly interface, ZeroWaste helps users manage digital distractions effectively, promoting focused tasks and improved productivity.

**Requirements Summary**

|  |  |  |
| --- | --- | --- |
| **MINIMUM REQUIREMENTS** | Processor Cores | Single Core |
| OS | Android 4.4 (KitKat) |
| RAM | 2 GB |
| **RECOMMENDED REQUIREMENTS** | Processor Cores | Quad Core |
| OS | Android 8.0(Oreo) |
| RAM | 4 GB |
| **OTHER REQUIREMENTS** | Permissions | Notifications and Storage |

Table 1. System Requirements

The application would not have any intensive resource requirements, so any device should suffice in order to be able to run the app.

**Prototype Description**

The application prototype was made in Figma:

https://www.figma.com/design/OTjfuWBIMMtAlO3q4iMPia/Zero-Waste-Prototype?node-id=1-14&t=KLIIxuVpUdvvQPiF-1

**User Scenario**

Michel is a busy university student who has a lot of homework due and a test soon. While studying at home, she frequently gets sidetracked by messages from social media and messaging apps. Michel chooses to use ZeroWaste to remain concentrated and productive. Using the time limiter function, she opens the app on her smartphone and chooses which apps she wants to lock for the next two hours. ZeroWaste blocks access to these distractions with one tap, enabling Michel to focus only on her study materials. Michel uses the app's feedback section to rate her productivity using a 5-star rating system, providing valuable input for the developers and for her future study sessions.

**Prototype Design**

Screens screenshot of a phone

Description automatically generatedA screenshot of a phone

Description automatically generated

Screens screenshot of a phone

Description automatically generated A screenshot of a phone

Description automatically generated

The first screen welcomes the user to the app and prompts the user to press a button in order to get started (The application can also be used in dark mode, hence the sun on the top left). The user will then be directed to “Choose Apps” screen, in where they can choose what apps to lock/disable. Once the the apps have been selected, the application will move on to the next screen. After choosing the apps, the user is given the option to set a timer, the timer can be set to however long the user desires to have the applications locked for, once this timer has been set, the user presses “Lock” to start the timer. The application then moves on to the next screen, which shows the how much time is left on the timer. In the case that the user presses on “Unlock”, the application will ask “Are you sure you want to unlock your apps?”, allowing the

user to have manual control over the application (in the case of a mistake in choosing the wrong app or setting a wrong amount of time).

A green sign with white rectangles

Description automatically generatedA screenshot of a phone

Description automatically generatedA screenshot of a login screen

Description automatically generatedA screenshot of a phone

Description automatically generated

A screenshot of a phone

Description automatically generated A screenshot of a black background

Description automatically generated A screenshot of a login box

Description automatically generated A screenshot of a black screen

Description automatically generated

The screens presented above are what the settings window would look like if the user were to enter the settings menu via clicking the icon on the top right. If the user were to press “Choose Alarm”, the user will be given the choice to select a preloaded alarm (EX: Over The Horizon), or a custom one (EX: SoundEffect.mp3). If the user presses the “Set Pin” button, the user will be given the chance to enter a pin to prevent others from being able to tamper with the app, essentialy, only the owner of the phone would be able to start/stop the function of apps with the timer. Finally, if the user were to press on “Send Feedback”, the user would be given the chance to input their personal review and feedback on the application, whether it be positive or negative, depending on the experience while using the app too. This feedback would be crucial for the developers as they would know what to integrate and what to remove based on the users thoughts/opinions/comments.

**Rationale**

The main goal of ZeroWaste's development was to give users an easy way to successfully manage digital distractions. The app's design places a high value on usability and simplicity, making it easy for users to time out or lock distracting apps. ZeroWaste seeks to increase user productivity without the need for intricate interactions or setup processes by optimizing the process to just a few taps.

**Changes to requirements**

At first, the integration of a complex screen interface right into the device was taken into account. But after more analysis, it was clear that this kind of design would not be in line with the user's desire for simplicity and usability. Rather, using a mobile application interface turned out to be the best course of action. This strategy makes it easier for people to engage with ZeroWaste through their cellphones and offers a more user-friendly and convenient way to control app distractions.

**Initial Evaluation Plan**

For the application to cater better to the users of the device, testing and feedback from the users will be accepted in order for the team to find out what needs to be added and changed from the interface in order to create a seamless interaction between the user and the device.