

Conclusion

Our project's scope, requirements, and goals have stayed very consistent over its lifespan. One small change we made from Deliverable I to Deliverable II is the change of our costs to develop our application. Originally, we thought that the cost would be \$50,000 but now that we have done more research we see that the monetary cost comes closer to \$155,000. We are now accounting for the cost to pay developers.

Our team believes the application detailed in this deliverable serves a realistic purpose that improves on all of the other options in the problem domain. We are living in a world where technology is surrounding us, and it is easier than ever to get addicted to scrolling mindlessly through a screen. Screen-time tracking applications can help us stay away from our phone, but it is too easy to push away time limits with existing applications. Our application provides a layer of accountability that motivates users to stick to their goals to stay more connected to reality than to technology.