## Juniors taking too long at lunch

## Introuction

A year long study has revealed that 10% of juniors are having lunch way beyond the allocated time
slot, some as much as twice as long as the regulated period. This has been concluded by external
research company , who aim to keep everyone fit, healthy and not
digging into a 2 <sup>nd</sup> or 3 <sup>rd</sup> helping of dessert. This has led to what should be done about these 10% of
laggards in order to help keep them inline with their squad members. The solution raised has been
rather simple and doesn't require a superiors intervention in person, with encourgement of these
juniors to, from anywhere on the base.
EOL (End of Lunch) Indicator
With the rise of to spray crops, pack boxes, deliver shopping and more, its been
suggested by that there is a lunch-time in the eatery which
will start hovering with 2 minutes before lunch time is due to end and its LED display show a
friendly but assertive message followed by a 120 second count
down so juniors know they should begin finishing up their lunch. At the end of the countdown, a
message will from the top of the on a and a will sound to
alert even a junior who is too busy tucking into their extra cake.
ET (Excess Time) Enforcement
The comes equipped with an internal countdown indicator and also <u>proxi</u> mity sensor and hear
detection sensor. After the countdown has elapsed and flag has show, the will count a further
60 seconds and if the 2 sensors detect the presence of any slow to finish juniors still in the room, the
users to march
to where they need to be. The closely to the individuals in
order to coerce them from the room, with audible orders helping this to happen speedily.

## Conclusion

This is a truly awful idea from a questionable company, was scoffed at and should be discarded by the board immediately as a likely expensive and ineffective solution for a small percentage of juniors. Further studies may be carried out by a more reputable company with more sound ideas in the future.