# Comprehensive Thesis Contents

* **Title Page** - The header page is the first page of the document and contains the institution name and logo, the application title, the student ID, the student’s name, and the date of submission.
* **Abstract** - A short summary of the complete paper that provides an overview of the undertaking and its components.
* **Acknowledgement** - An expression of appreciation to those who added to the project's accomplishment.
* **Table of Contents** - A listing of the document's parts and divisions.
* **Figures collection** - A collection of all figures, charts, and diagrams used in the text.
* **Tables summary** - A summary of all the tables used in the text.
* **Acronyms/Abbreviations** - A collection of all acronyms and abbreviations used in the text.
* **Chapter One: Introduction -** This chapter will give an overview of the project's past as well as the aims and objectives for the creation of the artifacts. To aid the reader in understanding the document's substance, it will also explain the project's primary ideology.

**1.1 Project Background** - In this part, the project's inspiration is discussed.

**1.2 Aim and Objectives** - The project's aims and objectives are described in this part.

**1.3 Artefact Description** - This part will outline the features and application of the created system.

**1.4 Report Organization** - The report's format will be described in this part.

* **Chapter Two: Literature Review -** This volume will provide an overview of literature reviews done by various scholars in the same area, spanning a wide range of subjects and technologies.

**2.1 Introduction** - In this part, you will learn about the topic's past and context.

**2.2 The current discussion and research on computer gaming addiction** - This part will cover the current discussion and research on computer gaming addiction, including its meaning, causes, and possible repercussions.

**2.3 Major issues in gaming apps and services** - The major problems and challenges connected with gaming applications and services will be addressed in this part. This could include problems with user experience, security, speed, and other factors.

**2.4 Comparable Applications** - This part will give a summary of games or applications that are comparable to one another or that have been created in a related area. The advantages and disadvantages of these programs or games will be examined, and any chances or difficulties for the suggested undertaking will be noted.

**2.5 Computer-related health problems** - This part will discuss the possible health risks and problems brought on by long-term computer use, such as eye strain, back discomfort, and other musculoskeletal conditions, as well as psychological problems like worry and melancholy.

**2.6 The Importance of Time Management in Life** - The importance of time management in daily living will be discussed in this part, with an emphasis on how gaming and computer use can affect time management and productivity.

**2.7 Technologies used** - This part will provide a summary of the different technologies used in gameplay and computer apps, such as code languages, development tools, and hardware components.

**2.8 Research Gap** - In this part, any gaps or restrictions in prior research on the subject of the proposed project will be noted, and a chance will be given to describe how the project will attempt to fill those gaps. Additionally, it will aid in locating any possible study opportunities that might result from the project proposal.

* **Chapter Three: Market Research and Feasibility Study -** The public's opinions and reactions to the suggested system will be presented in this chapter, along with an explanation of why it is critical to create such an application.
* **Chapter Four: Methodology -** This chapter will detail the planning, data collection and analysis, system design, implementation, and testing procedures as well as the methodology used to create the system.

**4.1 approach** - In this part, the approach used to create the system will be discussed.

**4.2 Planning** - The project's planning process is covered in this part.

**4.3 Gathering and Analyzing Requirements** - This part will describe the procedures used to collect and analyze the data.

**4.4 Design** - The system's design will be covered in this part.

**4.5 Implementation and Testing** - This part will cover every aspect of the application's implementation and testing.

* **Chapter Five: Design and Testing Artefacts-** The assessment procedure will be covered in depth in this chapter, along with a critical analysis based on the application evaluations.
* **Chapter Six: Assessment -** The assessment procedure will be covered in depth in this chapter, along with a critical analysis based on the application evaluations.
* **Chapter Seven: Final Verdict -** This volume will provide a general overview of the endeavor and its outcomes. It will also include restrictions and upcoming work that will talk about how the endeavor will advance in the future.
* **References** - A summary of all references referenced in the text.
* **Appendices** - Additional materials, such as technical specs or user guides, that are not required by the primary content of the document but may be helpful to the viewer.