SRS Preliminary Draft

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## Introduction

**Purpose:** The goal of this project is to design and provide an Android mobile application for anybody that wants to save money and begin budgeting by keeping track of their expenses.

**Scope:** The “My Finance Pal” is a financial-based mobile Android application that helps people budget their money based on the user’s spending patterns, monthly/annual income, how much the user wants to save, and what categories the user wants to cut spending from. The user will then choose a custom budget plan provided by the app.

**Overview:** We will begin by providing a description of our mobile application, going into detail about its functions, constraints, and dependencies. Then we will describe the specific requirements for how our product will be interacting with the user and how the applications display will be set up.

## Overall Description

**Product Perspective:** All our mobile application’s functions can work without an Internet or satellite connection, but a connection is required to back up the user’s information to the server’s databases. This will allow any user to access his/her information on other phones or computers that have the app installed.

**Product Functions:**

* Keep track of user cards and accounts
* Keep running total of spending and earning across all accounts
* Let user select cards for more detailed descriptions of transactions
* Allows user to keep track of expenses by manually inputted transactions
* Provide budgeting help for users by allowing them to specify how much they would like to save over a given period
* Help with budgeting for every-day costs like food by considering projected earnings and spending to see how much money is left

**User Characteristics:**

* Has Android phones
* Has access to internet
* Has money

**Constraints:** Users could become tired of manually inputting deposits and expenses. The application will only be available on android phones because the development team doesn’t have access to Apple software.

**Assumptions and Dependencies:**

* We assume that every user’s phone has the appropriate hardware to run the app
* We assume that every user has a bank account

## Specific Requirements

**External Interface:**

* Login Screen: If the user already has an account, then he/she will be able to enter text into the username and password textboxes and reach the main screen if the information submitted is authentic. At the initial login screen, the user will also be able to create a new account (using an email address and password), and contact customer support.
* Main Screen: Displays the users financials (overall and monthly net profit/loss, total amount of money), and a list of active cards being used. The main screen will also have button options such as profile settings and add/remove card.
* Profile Settings Screen: Allows the user to edit his/her account information, add or remove an active card displayed on the main screen, view frequently asked questions, manage alerts or notifications, view contact information, and provide user feedback.

**Functional Requirements:** There are two types of users that can interact with our mobile application: customers (users) and administrators. Both have their own requirements because they have different uses of the system.

* User:
  + Registration
  + Log-in
  + Add card
  + Edit card
  + Remove card
  + Add income
  + Add expenses
  + Set budget
  + Input transactions
* Administrator:
  + Reset user password
  + Answer users’ questions
  + Send out updates for software
  + Maintenance
  + Delete accounts

**Performance Requirements:** Any time that the user enters new information or requests to view an element information, we want the load time to be less than 3 seconds. This goes for functions such as, but not limited to; updating the user’s overall balance, loading new screens, refreshing a page, view card transactions, and updating user profile information.

**Design Constraints:** Since our application will only be available on mobile Android phones, the display screen will be small (compared to the display screen of a computer). That also means that there will have to be a pop-up, touch keyboard that the user will have to enter their information with.