**Spender App Project Proposal**

**Team member:**

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**Area of interest:**

Managing expenses can be a tedious and time-consuming task. Keeping track of daily expenditures, monthly bills, and budget planning can be overwhelming, especially for individuals with a busy lifestyle. Therefore, we propose to develop an Expanse Management Application to simplify and automate the process of managing expenses.

**Initial research on the problem area:**

We also did some researching on the application that similarly to our project which shown below:

1. This case study below shows the example of **Expense management application**, which similarly to the spender app that we aim to developed for.  
   *Author: Saurabh Biware,* [*Case study of Spender Application*](https://bootcamp.uxdesign.cc/expense-manager-application-ui-ux-case-study-the-dignitas-a6714900c60f)
2. Another additional case study from our research is **EXPENSE MANAGER APPLICATION**

*Author: Velmurugan A, Albert Mayan J, Niranjana P, and Richard Francis,* [*Expense Manager Application*](https://www.researchgate.net/publication/347972162_Expense_Manager_Application)

**Objective:**

The primary objective of our proposed Expanse Management Application is to enable users to keep track of their expenses and monitor their spending. The application will allow users to input their expenses manually or import them automatically from their document. The app will provide users with customized budgets and alerts when they exceed their set limits.

**Main proposed work activities / tasks / work packages:**

First, we planning to define project scope and objectives of our project. Then identify the risks that may happen during the process. After that, our team will plan the timelines of the project step by step, then we can assign the role which best suitable for each of the team member.

The designing user interface and user experience (UI/UX) for the application was our top priority. Because, if we want to attract peoples to use our application. The UI and UX should be attractive and easy to use. Next, we will choose which platform we going to start first, between Android and iOS. After we schedule the task. We will separate our main feature of our application. Which are listing below:

• expense tracking feature

• budget planning feature

• alerts feature

• reporting feature

After the main feature has been finish, we also make sure that the security and privacy of the users should be implementing too. Designing and implementing security protocols for user data protection is a must to prove our trustworthy. We need to conducting security testing step by step and ensuring compliance with relevant data privacy regulations. After the first prototype has finished. Next, we move to a testing process. In this process we conduct user testing to identify and address issues within the application that can happen. Then, gathering user feedback to inform future development and fix the issues.

After all the testing process we have been through, and we start launching the application. Next is to develop a marketing strategy to promote the application on any platform like Search Engine and social media. To make our application become more well-known.

**Proposed methods for project management and control:**

* **Project plan**: The project plan will include a timeline of 1 year, with milestones at the end of each quarter. The project team will be broken down into developers, UI/UX designer, testers, with specific tasks assigned to each team member. Each team member will be selected based on their skills and experience.

Our schedule will be broken down into weekly tasks, with deadlines assigned to each task. The schedule will be reviewed and updated on a weekly basis to ensure that the project is on track. There will also be a project control in place. This includes the meetings to discuss progress and identify any issues that need to be addressed. We will also monitor and evaluate the progress of the project. If any issues are identified, actions will be taken to address them.

**A general timeline for delivery:**

The general timeline for the completing of our project will depend on the project's scope, complexity, and size, as well as the resources available and development methodology used. The following, however, is a rough estimate of a general timeline for the completion of our expense management application project (Spender App for Android and IOS).

1. **Planning and gathering of requirements (2-4 weeks):** During this time, our team determines the goals, objectives, and requirements for our App to be successful. We develop a project plan and roadmap by analyzing current expense management processes, user needs, and organizational goals. We will develop a project charter, define the scope of the project, establish project milestones and timelines, and identify potential risks and challenges.
2. **Designing and prototyping (4-6 weeks):** We will create wireframes, mockups, and prototypes of the application at this stage. Then we will create the application's user interface, navigation, and features based on user requirements and feedback. We will also design the database schema and the application architecture.
3. **Development (8-12 weeks):** We are going to create our application at this stage, which includes backend and frontend development. We will write the application's code, integrate it with third-party systems, and create an API for it. To ensure the application's functionality and quality, we will perform regular code reviews, unit tests, and debugging.
4. **Testing (2-4 weeks):** Here we shall perform various types of testing, including functional testing, performance testing, security testing, and user acceptance testing. We hope to find and fix any bugs, errors, or issues in the application while also ensuring that it meets the user’s requirements and specifications.
5. **Launching (2-3 weeks):** Here we deploy the application to the production environment, configure the server, and configure the database. We will also create user accounts, set up access permissions, and train users on how to use the application. Following the launch, we will monitor the application's performance and user feedback.