BudgetMe

Software Design Document

Version 0.2

Contents

Section 1 - Project Description

1.1 Project
Budget Me

1.2 Description
Budget Me's mission is to help people build financial literacy. Budget Me is a mobile application that will provide the user a budget with little to no work on their part. Budget Me is geared towards a younger audience that is looking for guidance on how to budget their money.

1.3 Revision History

Date	Comment	Author

Section 2 - Overview

2.1 Purpose

The two modules that are being worked on by the team of Budget Me are the login page on the UI/UX side and the backend structure database for the input account creation. The main audience for the login page and database creation is the final user of the mobile application.

2.2 Scope

Allow users to access applications via login page following user authentication. The users will then be presented to an initial 10-question questionnaire that will take financial related information from the user.

2.3 Requirements

Your mileage may vary -- we typically break down the requirements to provide a ballpark estimate.

2.3.1 Estimates

#	Description	Hrs. Est.
1	Backend Database	10
2	Login Page	5
	TOTAL	15

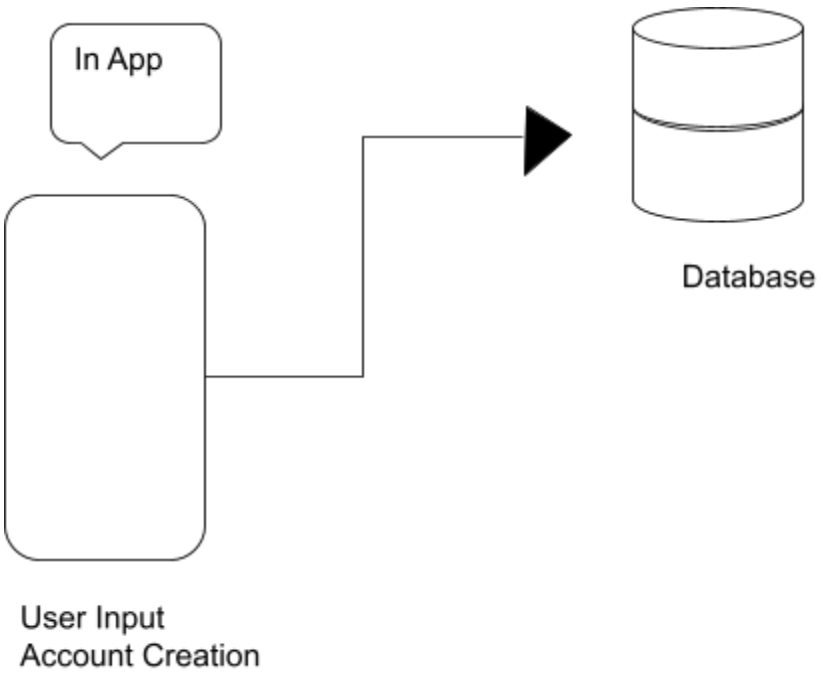
2.3.2 Traceability Matrix

Cross reference this document with your requirements document and link where you satisfy each requirement

SRS Requirement	SDD Module

Section 3 - System Architecture

Describe/include a figure of the overall system architecture (and where this module fits in)



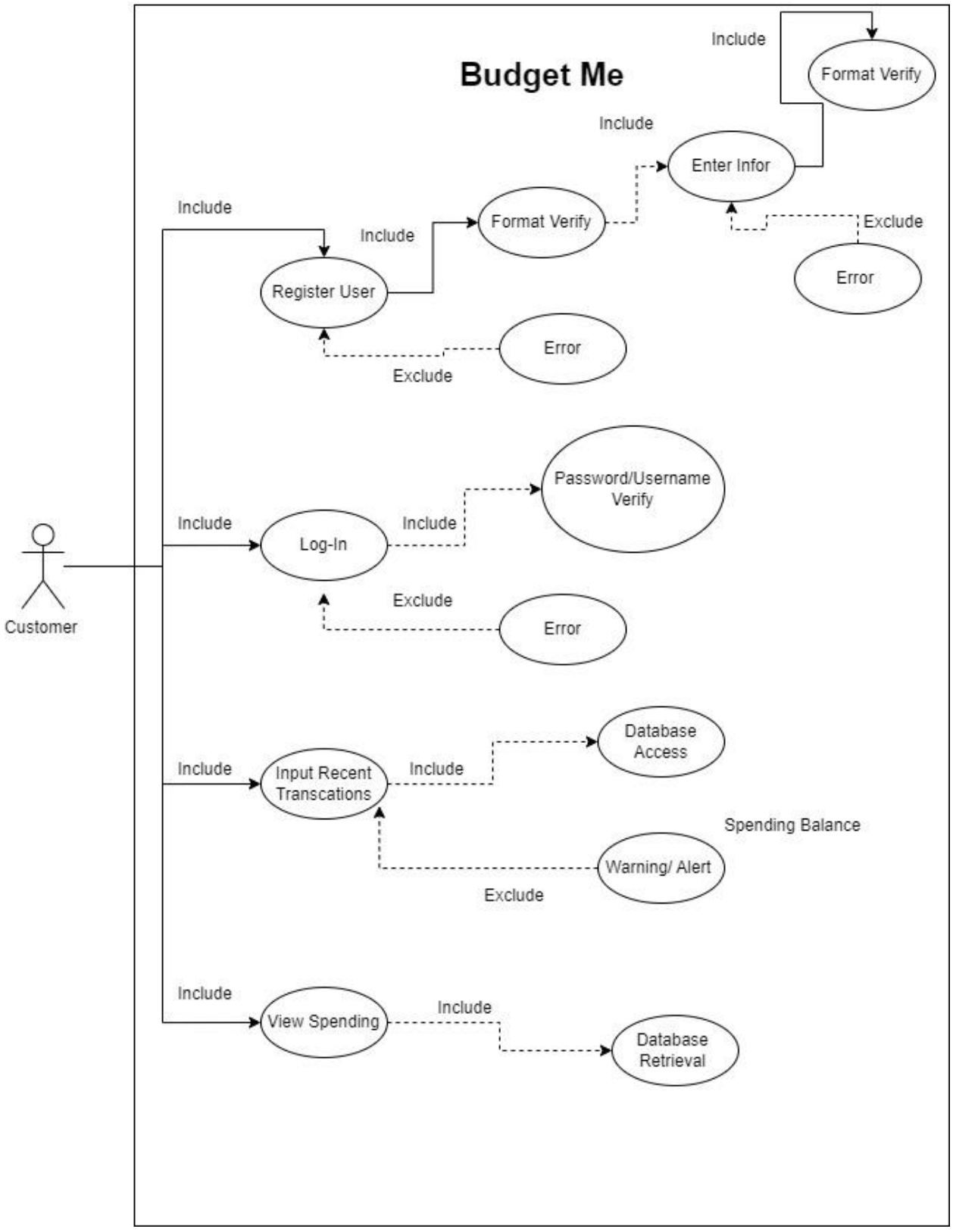
Section 4 - Data Dictionary

Brief description of each element in this module or a link to an actual data dictionary

Table		
Field	**Notes**	**Type**
ID	Unique Identifier from the Realm Database	DECIMAL
NAME	Username of the user's account	STRING
Password	A variable of a pair along with NAME to allow access into the account	STRING

Section 5 - Software Domain Design

5.1 Software Application Domain Chart


Budget Me
Include
Format Verify
Include
Enter Infor
Include
Format Verify
Include
Register User
Exclude
Error
Error
Exclude
Password/Username Verify
Include
Log-In
Include
Customer
Exclude
Error
Database Access
Include
Input Recent Transcations
Include
Spending Balance
Warning/ Alert
Exclude
Include
View Spending
Include
Database Retrieval

5.2 Software Application Domain

A Comprehensive high level description of each domain (package/object wherever it is better to start) within the scope of this module (or within the greater scope of the project if applicable)

5.2.1 Domain X

Objects:

User class structured with ID, Username, Password, and User Status

Packages:

RealmSwift

- **Provides calls to the Realm database in the form of functions**
  - **RegisterUser()**
  - **LoginUser()**
  - **ConfirmUser()**

5.2.1.1 Component Y of Domain X

User authentication is performed by the Atlas SDK. The software won't use any email authorization links but will automatically register users and then perform a case match on the username and passwords.

Section 6 – Data Design

Describe the data contained in databases and other shared structures between domains or within the scope of the overall project architecture

6.1 Persistent/Static Data

Describe/illustrate the logical data model or entity relationship diagrams for the persistent data (or static data if static)

6.1.1 Dataset

- Front-End login page credentials -> backend database authentication network

6.1.2 Static Data

Describe static data

6.1.3 Persisted data

Describe persisted data

6.2 Transient/Dynamic Data

Describe any transient data, include any necessary subsections

6.3 External Interface Data

Any external interfaces' data goes here (this is for the data, section 8 is for the interface itself)

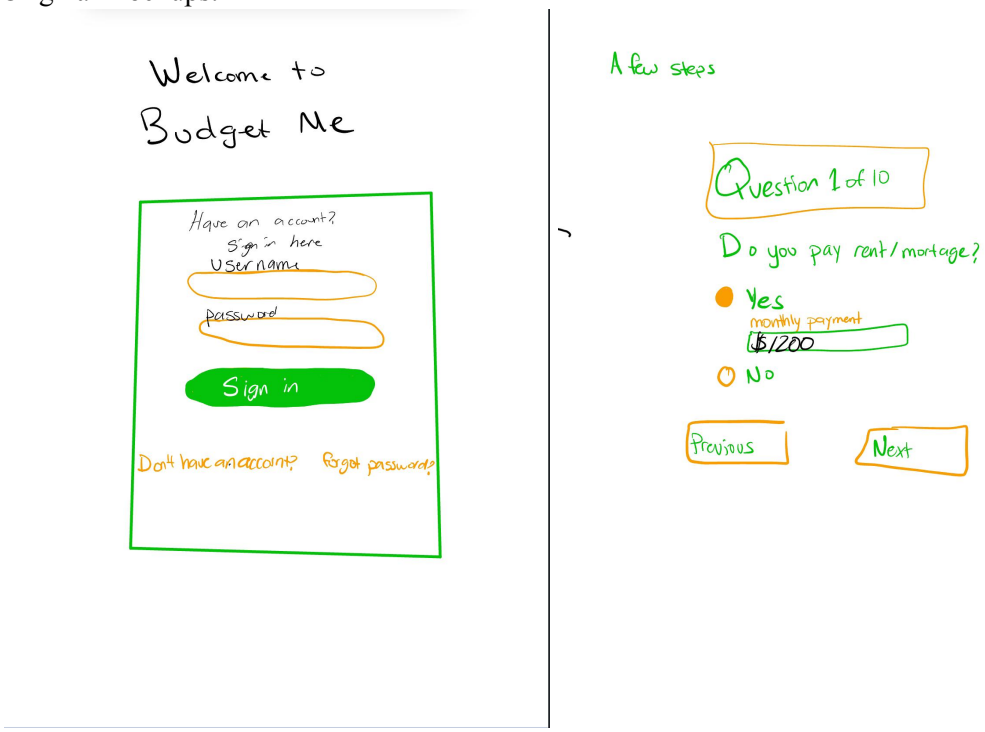
6.4 Transformation of Data

Describe any data transformation that goes on between design elements

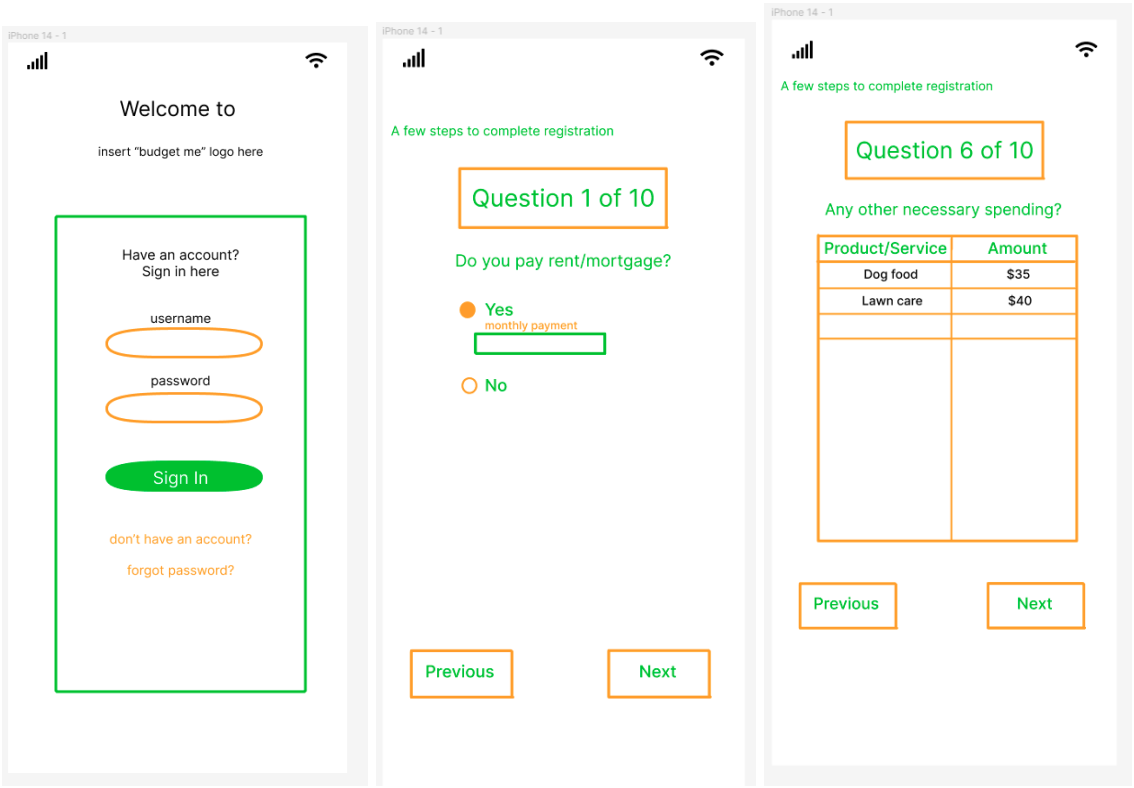
Section 7 - User Interface Design

7.1 User Interface Design Overview

Pictures, high level requirements, mockups, etc.
Original mockups:



Figma mockups:



7.2 User Interface Navigation Flow

For now the flow starts off at the sign in page shown in the pictures above and then have a previous and next button that will instruct the user to advance into the next page.

7.3 Use Cases / User Function Description

The sign in page will be used for the user's email and password, also has options in case they had forgotten their password or need to create an account. This page will not be used often, only for newcomers or users that need to sign in again.
The other pages are account creation questions. These will be used only for account creation so screen time will not be much.

Section 8 - Other Interfaces

Identify any external interfaces used in the execution of this module, include technology and other pertinent data

8.1 Interface X

Describe interactions, protocols, message formats, failure conditions, handshaking, etc

Section 9 - Extra Design Features / Outstanding Issues

Does not fit anywhere else above, but should be mentioned -- goes here

Section 10 – References

Any documents which would be useful to understand this design document or which were used in drawing up this design.

Section 11 – Glossary

Glossary of terms / acronyms