*Budget It!!*

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**Executive Summary:** “Budget IT!!,” is an application that will allow the user to track their expenses by setting a budget goal for themselves. The app will allow the user to log into the app and log their expenses into a log book. From there the app will track their expenses and give them reminders on when they are getting close to going over budget or have already gone over budget. The reminder feature of this project is going to be the most helpful for the user because it will allow the user to be notified about their budget without having to log into the app.

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# Introduction

The problem that this application will help solve is in the name. It is an app that will help people learn how to budget their expenses. Learning how to budget is an important part of learning how to grow up and this app will help consumers become more responsible their finances.

## Project Background

This project is important to me because it will help me learn how to budget my expenses. This comes from the fact that this year I have to learn how to budget because I live in an apartment this year and that comes with more financial responsibilities than living on campus.

I like many other people my age haven’t really had to learn how to budget or had any real bills that need to be paid.

## Project Description

When this project is completed I expect for it to be a completely interactive app that is easy for people to use. I plan on someone being able to log into the app and track their expenses using the app. The user should also be able to set their proposed budget amount on the app and track their weekly spending on a graph. Also I expect the app to be able to be able to send reminders to the user to let them know when they have exceeded their budget or are close to exceeded the budget that they have set for themselves. This app will be really simple to use so I believe that it will be an app that everyone can use because of the simplicity.

# Proposed Solution

## Development Approach

I have decided to use the waterfall approach for completing this project. I have decided to use the waterfall approach because this area is new to me and I am going to need to test parts of the project as I create them and the waterfall approach will allow me to do this.

## High Level Plan

For this project I plan on setting goals for what I want to have completed each week or begin to work on. This will make it easier for me to keep up to date with the progress that I am making. I plan on using AWS to act as a host for my application. I will be using XCode and swift to code my application. I will start by setting up my AWS server and then designing my database and creating table relationships. I will then begin to start coding for my login page and start setting up the connection to a credit card. I believe that the credit card connection and reminder features of the app will take the most time out of all.

# Project Schedule

## 

## Work Breakdown Structure

The major tasks that will need to be completed for this project are setting up the AWS and creating the link between the application and the users credit card so that the app can track the user’s expenses. After I set up the server next I will start working on the GUI mockups for the application. Next I will start working on the login in page and make sure that it is connected to my database. From here I will start working on the core of my project which will be the log book page, expense tracking and the reminder feature of the app. This will be the most time consuming part of the project and should take around five weeks to complete.

## Project Calendar

### Intermediate Milestones

#### Intermediate Milestone #1

* Functional Database and login page

#### Intermediate Milestone #2

* User log book and new user profile creation

### Weekly Updates

#### Weekly Update #1

* *Learn Swift coding style*

#### Weekly Update #2

* Set up and test AWS server
* Create mockups of Application pages

#### Weekly Update #3

* Design the database
* Create table relationships

#### Weekly Update #4

* Connect application to server

#### Weekly Update #5

* XCode- Create login page using
* XCode- Create user profile
* Test login page

#### Weekly Update #6

* Begin working on creation of log book page and functions

#### Weekly Update #7

* finish working on creation of log book page and functions
* Create chart for tracking expenses

#### Weekly Update #8

* Begin setting up weekly reminder for user

#### Weekly Update #9

* Finish setting up weekly reminder

# Project Deliverables

*Documentation*

* *System Vision Document: 1-2 page brief description of the vision Budget It!!*
* *Stakeholder Identification: Discussion of who the target users will be, and potential users in the future if relevant. May only be 1 or 2 users, or a larger group of users, but should still be addressed!*
* *Database Entity Relationship Diagrams: graphical representation of relationships for the application*
* *GUI Mockups: initial graphical representations of the application pages*

*Technical Deliverables*

* *Zip Archive with completed code for project and scripts for creating databases*
* *Link to URL with actively working project for instructor review*
* *Link to GIT repo with completed code for project including scripts for creating databases*

*Final Presentation Deliverables*

* *Showcase a fully functional Application that helps the user keep track of their expenses*

# Conclusion

“Budget IT!!,” is an app for all ages. It can be used for younger kids and adults to learn how to either budget early on or budget for other expenses. The end goal of this project is to create a fully functioning iOS application that is capable of tracking the user’s expenses and remind them of when they are going over their budget. My main area of concern is setting up the reminder feature of the app, but hopefully I have laid out enough time to correctly solve the problem.