# Part 1

(WENDY): Formatting the entire thing.

1. (RICHARD) Our app is a budgeting app. You can take pictures of receipts and record them in your phone. Someone is having trouble managing their money, and they want an easy and convenient way to manage their money, a real-time view.
2. (RICHARD) The receipts are the purchasers who are keeping track of their budget.
3. (BENSON) At stores, or after they buy something, or after they want to buy something. People who are sick of keeping track of their budget and want to make it easier.
4. (WENDY) Effective to use,
   1. Effective to use
   2. •  Efﬁcient to use
   3. •  Safe to use
   4. •  Have good utility
   5. •  Easy to learn
   6. •  Easy to remember how to use
5. (BENSON)

How do you want the user to feel? Hassle-free? Easy? High self-esteem?

# Part 2

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| App | Criticisms |
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Random Comments

* Allocating a budget. User can decide if it’s monthly, yearly, weekly, etc.
* Modifying the budget, increase it or decrease it.
* The ability to go under (and it gets reflected in future).
* Allow budget to accumulate, allow different budgets
* New feature: taking pictures or receipts and scanning them.
* Selling points: automate things as much as possible, look at overviews easier, and improve the overview UI.
* Instead of different views, have one view, that gets more detailed as you zoom in.
* Gamify? Game center on app store?
  + The price is right? Make sure you budget exactly at a certain amount?
  + Reward: inputting information?
  + Maybe a non-social game? Not multiplayer?
* Notifications about the budget? Choose who to notify if you go over the limit?
* Literature review: anything related to your project: conference papers, websites, Google scholar.