

# **Money-Man Managing Spending Scenario**

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Money-Man is a mobile application that allows people to have better self control over their spending habits. The main feature of the application is to manage and analyze a user's spending information. This scenario describes what a user experiences when managing their spending habits and budgeting through the application.

## **Scenario "Managing Spending"**

The user has already created their account and all of their information is saved in a file. The user can now log in to the application and begin managing and tracking their spending.

After logging in the user will be sent to the budget page, they can navigate to any screen using the sandwich icon at the top left of the screen which opens up a navigation drawer.

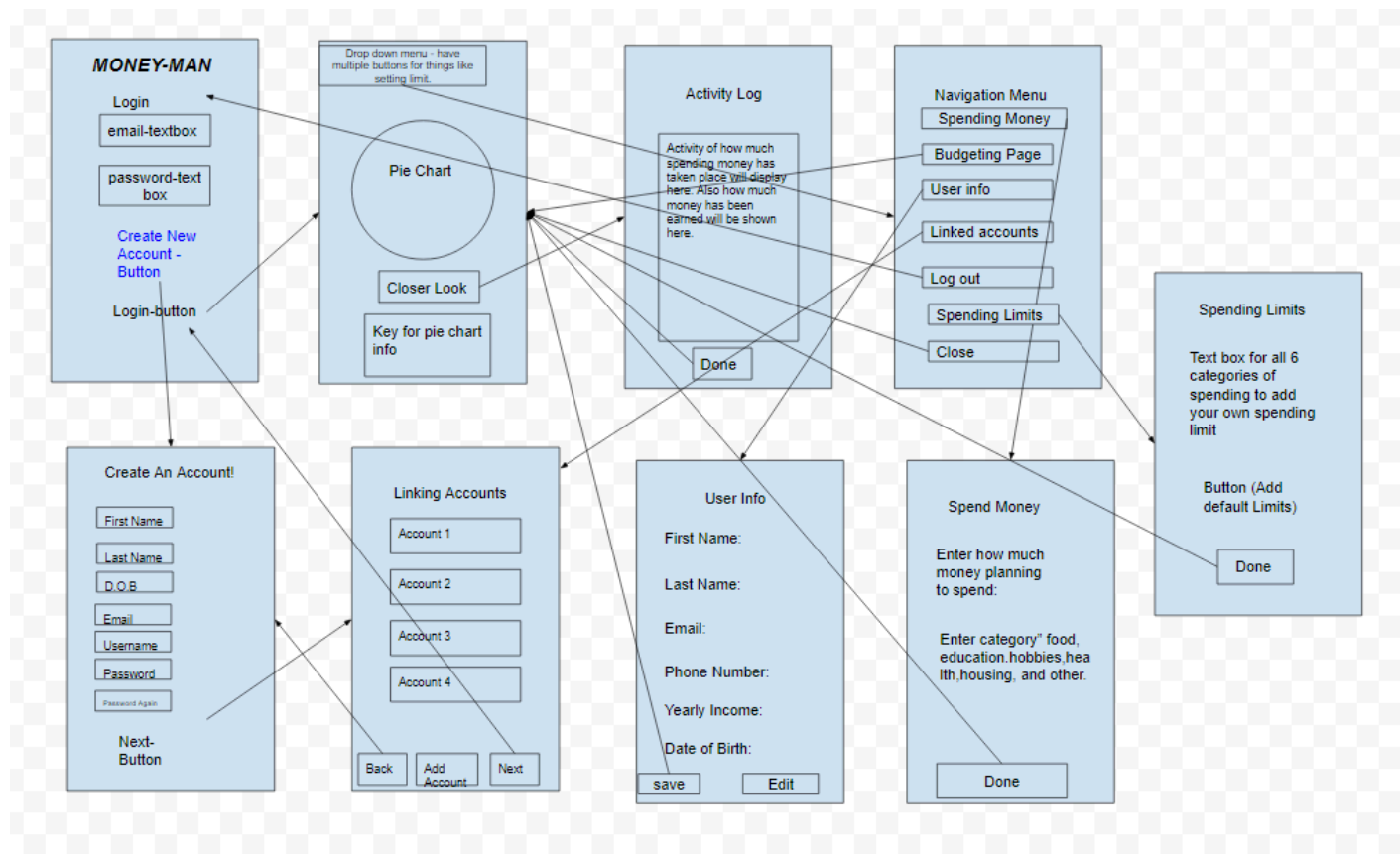
To start budgeting the user will navigate to the Spending Screen which will ask the user how much they spent, what category the spending belongs to (Either food, education, hobbies, health, housing, and other), and from what account you spent the money. The user's spending information will then be updated in the files.

The user will be sent back to the budget screen after pressing done if they don't have entries of money spent on the application. The budget screen will update with the new values to display to the user.

When you navigate to the spending limits screen you will be able to add your own spending limits for each separate category as well as get a default spending limit for each section based off of the users yearly budget. After setting the spending limits, notifications will show up if the user is close or over their set spending limit for each category.

Additionally, in our program, users will be able to access an activity log that provides a more in-depth look into their spending patterns and how much money they have been generating. This feature will help users better understand how to manage their finances, make informed budgeting decisions, and identify areas where they can save or optimize their income.

**Figure 1 - Wireframe of the Money-Man App**



Above is a wireframe diagram that describes what we are trying to accomplish.