

Coding Project Final Report Summary (Money-Man)

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I Project Description

Money-Man is a virtual personal accountant app designed to empower users to take control of their finances and optimize their financial resources. It enables users to log and track spending in real-time while providing budgeting tools, spending insights, notifications, and visual feedback to help monitor and manage expenses effectively.

II Project Deliverables

The things we implemented were from the original Money-Man document and our own ideas. Overall we used a real-time database (Firestore) to store all of the information of the application for each user. We made a create account page which creates all the necessary tables in the database for the user. Then using that account you can login to load all the user information. The budget page displays all user spending with more information which is gotten from user inputs on the category and spending page. We also implemented notifications which happen after a user goes over their spending limit. Finally we also created an account edit page, dark mode, and activity page.

Differences:

- The original document of Money-Man wanted to collect data for the app using users credit card and bank information. Due to security issues and not having access to connect accounts like that, we implemented our own page to let users enter the category of spending, the amount, and a description of what they spent money on to track their total spending and then saved it into a database.
- We also added a page to let the users make their own categories and spending limits to let the user decide what they want to categorize stuff. Which means there is also no contactless payment.
- Our application doesn't get coupon information to give to the user or have an AI assistant that the document stated.
- Finally we built our application to run on android phones while the original project design document had android and ios.

Similarities:

- We implemented spending limits to let users track how much money they are spending vs how much they want to spend in total.
- We added the total usage of the user which is displayed on the budget page and also showed separate purchases made on the activity log screen.
- A database was used as stated in the original project design document to hold all of the user information.

- A Notifications page was made and also saved into the database to notify the user when they are at their spending limit for a specific category that they created.

III Testing

In this section, we listed the items that would be tested throughout each sprint. Items include:

- Login
- Account Creation
- User Information
- Notifications
- Budgeting page
- Category addition/removal
- Spending entries
- Activity log
- Navigation

We also specified what procedures will be done to test each of these items. These tests include:

- #0 - Account Creation and Login
- #1 - User Info Screen
- #2 - Budgeting Test
- #3 - Notifications

These test procedures cover all items listed previously. Each one passed after weeks of testing, and no regression testing was needed.

IV Inspection

In this project all code produced by each team member was inspected because we had to ensure functionality in everyone's devices and to make sure code was written correctly. In order to test our inspections we would go on the updated pages to make sure it works on their device and to test any new functionality like adding categories or changing user data. Each inspection that we did the results varied because of the different tests we did. However, when results were not positive we adjusted the code accordingly in order to ensure functionality within our code.

V Project Issues

What didn't work well included challenges in downsizing the application due to multiple potential approaches, difficulties coordinating meetings due to schedule and personal conflicts, delays in deciding on the programming language and IDE, and struggles with finding suitable replacements for core features.