

# **Money-Man Account Setup 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 set a spending budget. This first scenario describes what a user is likely to experience when setting up and using the Money-Man application for the first time.

This application will help improve people's money management skills by gathering spending information about the user. This will be done by allowing the user to connect/link their money usage accounts. After that is done, the application will try to help the user decide what steps to take next to better manage their spending habits. The application will display these recommendations in a series of visual queues. This scenario is based on the Money-Man application diagram (Figure 1 below).

## **Scenario "New User Set-up"**

The user starts by opening the mobile app and being prompted to "Login" or "Create a New Account". Since the user is new to the application, they will select "Create a New Account".

After creating an account, the user will immediately be redirected to the user info page. On this page, there will be text fields to fill out basic information about the user. The user will enter their first and last name and yearly income. Once the user is done filling in their information, they can press the "Done" button at the bottom of the page. If the user returns to the user information page there will be an "Update Info" button which will bring the user to a new screen where they will be able to change account information such as the email address, password, etc.

After filling in the user info page, the user will have the option to press "Add Bank" or "Add Third-Party Account". This will then prompt the user to connect all of their chosen spending accounts. This could include the user's bank accounts, Venmo, Apple Cash, or any other third-party applications that will be tracked by the application. After all chosen accounts are connected to the application, they will be able to go to the budgeting page by selecting "Done". After pressing done, the user will be taken to the budgeting page.

On the budgeting page, users will be able to see the different features that this application has to offer for managing their spending habits. These features will be displayed in the form of buttons. This includes the ability to set a desired limit or a recommended limit on certain types of purchases or overall limit on the amount of money you can spend during a certain period of time (weeks, months, and years). The recommended amount will be calculated based on the user's yearly income which is retrieved from the user info page. If none is provided then the average salary will be used.

The budgeting page will also include a pie chart of all your expenditures for certain periods of time, which will be divided into different categories such as food, education, child, bills, and other types of expenses. This pie chart will show the user their spending habits so they can better visualize what they purchase to make them manage their spending choices.

Finally, the system will process any expenses made or any personal changes (user info, spending limit, and bank changes ) leading to the user getting a notification when a transaction is made and also when the user has gone past their spending/recommended limit.

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

