# App: MoneyBadger

## Overview

### Brief

This application should be designed to provide a comfortable environment to which a user can effectively control their budget and expenses.

### Need

Students without proper financial education may need such an app to allow them to get into a habit of effective spending and saving.

Another user type would be families with large expenses. They could use the app to categorise and understand how much money they spend across the members of the family to help figure out how they would control expenditure.

## Requirements Analysis

### Specifications

#### Mandatory Specifications

The application **must** provide the following. This is the realistic scope of the application, given time constraints:

1. The ability for the user to input the following:
   1. Income/Ingoing money: Pay, pension, gifts, rebates and other user defined inputs. This should be determined based on a monthly repeat or a single instance
   2. Outgoing/Expenditure: Bills(rent and utilities), Credit Cards, Gifts, Shopping and other user defined inputs based on monthly repeat or single instance.
2. The ability for the user to remove previous inputs from lists of income and expenditure.
3. A reminder system to ensure the user prioritises specific expenses.
4. Track total expenditure and savings for each month.

#### Ancillary Features

The following features could provide extra support to the applications but are not required if under time constraints:

1. A set of Graphs showing net savings over time (deducting expenditure), expenditure over time and income over time.
2. Projects of net savings over time, expenditure over time and income over time and expenditure over time
3. Gamification ( additions to help create an enjoyable environment to entice users to make continued use):
   1. Adding a “budget score” to entice improving savings over time.
   2. “Budget Goals”: A means to set targets toward making a total monthly saving. If successful, the user can decide on a “treat” as a reward which is deducted from next month’s budget.

## Work Schedule

This project has eight weeks of development time.

Here is a proposed structure for development

##### Week 1

Initial Design: A structured plan for design should be approached and structured

Division of Labour: Tasks should be assigned at this point.

Layout and minor Prototyping

##### Week 2

Prototyping and Front end testing.

Redesign based on prototype

##### Week 3 – Week 6

Implement Redesign

Test and Evaluate implementation.

##### Week 7

Testing and Final Documentation

##### Week 8

Finalise and Submit viable product.