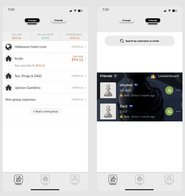
VARIATIONS AND ITERATIONS

THIS SHOWS MULTIPLE MOCKUPS OF THE SAME THING WITH IMPROVEMENTS DISCUSSED AS A GROUP.

1. FLOW OF THE APP



DISCUSSED NAVIGATION

APP NAME

DISCUSS REQUIRED SCREENS

User tasks

1. Sign in
2. Adding expenses
3. Viewing expenses
4. Marking expenses
5. Debt manager
6. Split bills
7. Creating groups

Web or App.

Dillon - Web
Felix - App
James - App
Elliott - App

Felix:
Task 1 : Add an Expense.
Task 2 : Viewing Expense History
Task 3 : Splitting Bills with Roommates

Dillon:
Task 1 : Adding a new shared expense.
Task 2 : Marking an expense as paid
Task 3 : Review payments received.

James:
Task 1 : Add an Expense.
Task 2 : Creating a group.
Task 3 : Adding a Friend.

Elliott:
Task 1 : Adding Expenses
Task 2 : Debt Manager
Task 3 : Expense Overview

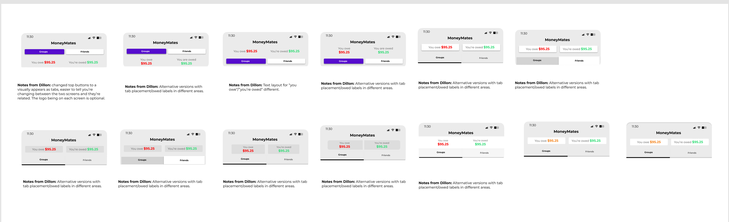
In figma, have a page dedicated to the design of the app and another page where we work on the workflow of each task.

Combining all the tasks that we have that are the same/overlap, picking the best features from each design (ie Adding an expense).
And then nitpick the outlying tasks and decide which ones we want to implement, discussing parts of the feature to fit with the rest of the app.

LOGOS

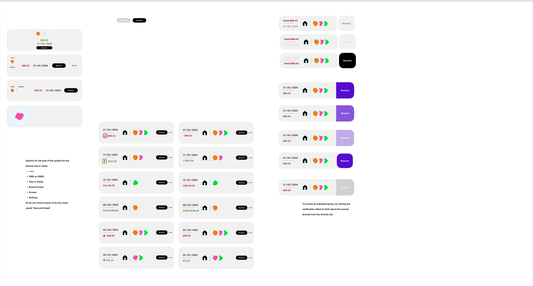
COLOUR SCHEME

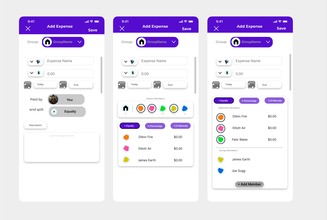
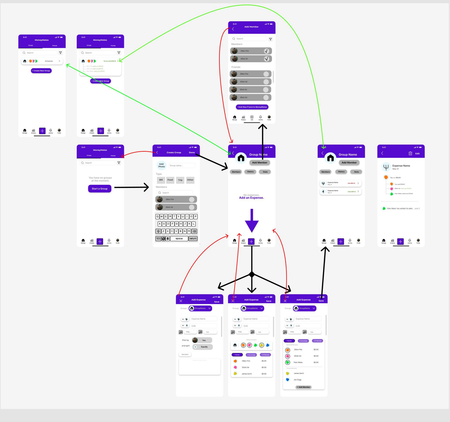
HEADER DESIGN ITERATION



FINAL HEADER DESIGN ITERATIONS WITH COLOUR SCHEME APPLIED

ACTIVITY BAR BUTTONS AND INFORMATION DISPLAYED TO THE USER



MANAGE TAB GROUPS LAYOUT WITH RELEVANT INFORMTION FOR THE USER OVERVIEW

ADDING AN EXPENSE DESIGN ITERATION AND DISCUSSION/FLOW