Project Specification:

Use Case Diagram:
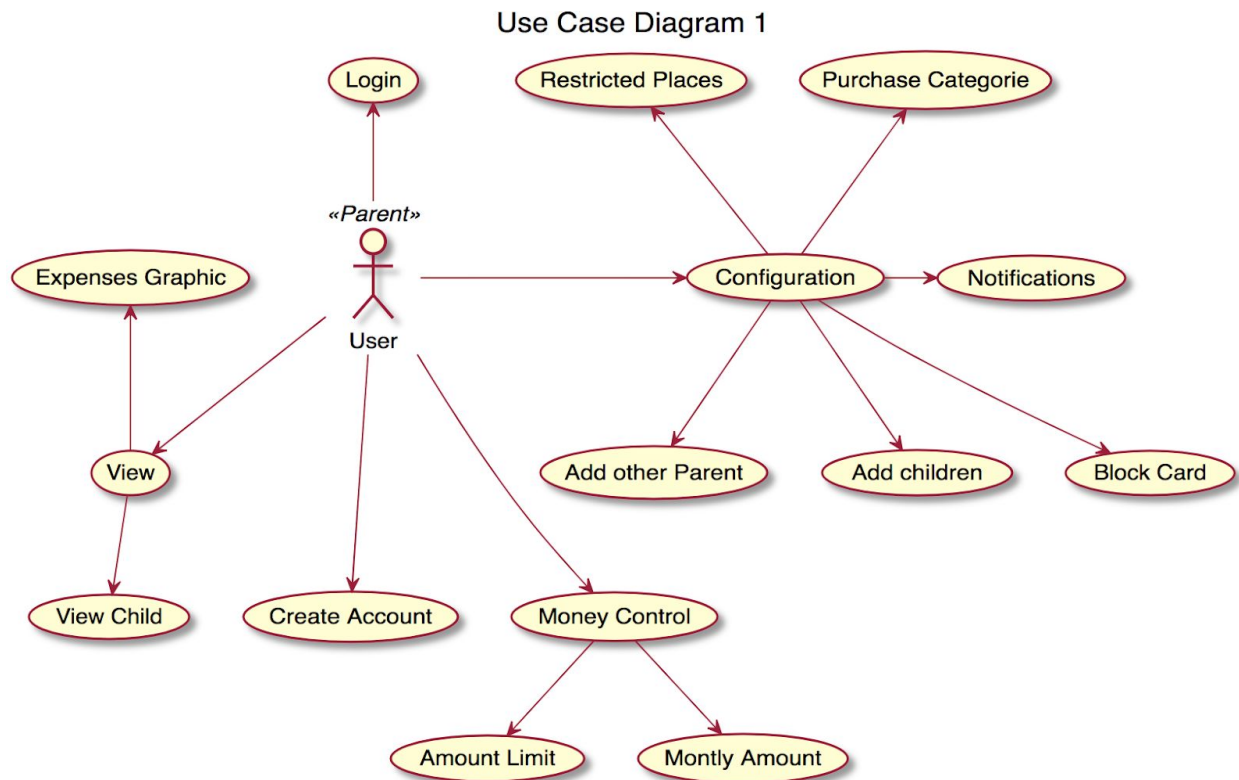
Use Case Diagram 1

Use Case Diagram 2

Use Case Diagram 3

«Shop»

User

Send recept to Parent
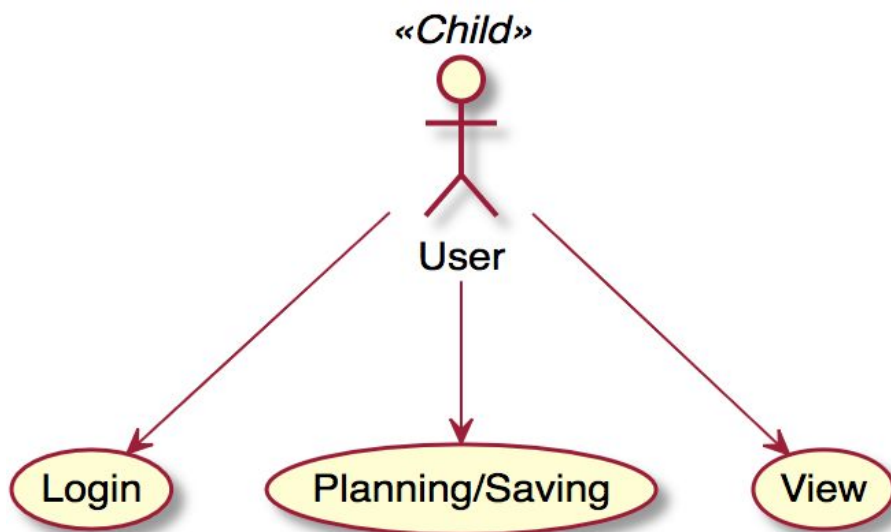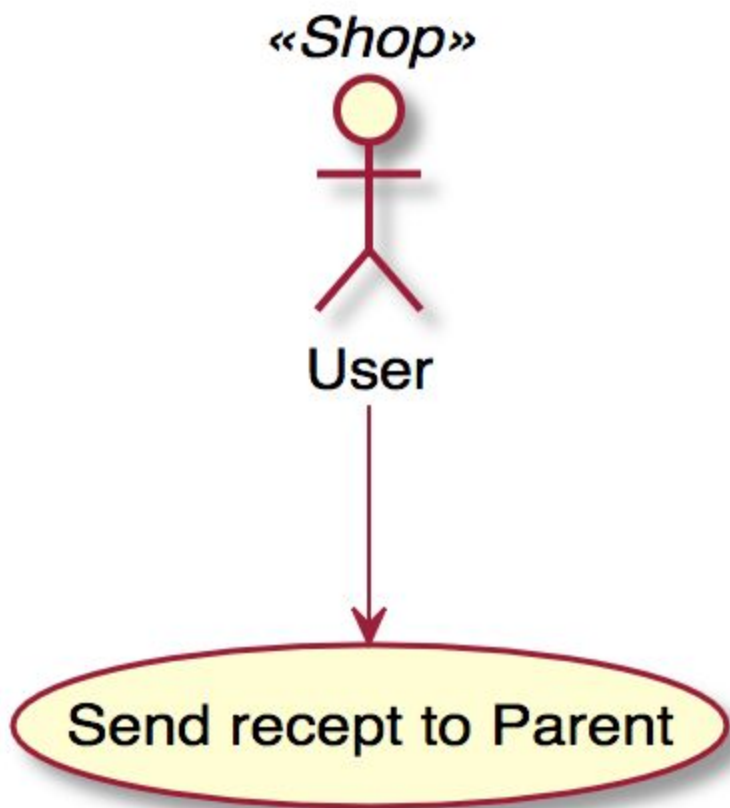
Functional Requirement:

<mark>** FinChild app version 1 functional requirements:</mark>

System	FinChild
Actor	Parent
Functional Requirement	Scenarios:
Sign Up	1- Parent download the app into his/her phone. 2- Parent can signing up by creating an account for him/her self, by entering a username and password.
Sign In	1- Parent log in to the app by entering the username, password,
Add Child Account	1- Parent can add child account for one child or more. 2- Adding a child account is done by entering child name, birthday, username and password.
Account View	1- When parent opens the app, the home page will view the child(ren) name(s) and balance(s). 2- Parent can view child's spending. By showing a list of where purchase has been made (ex: market name), date and amount. 3- View the details of each purchase, by showing each item and its price.

Money Control	1- Parent can control money that is given to the child by:
	    a. Setting the amount of money that is given (daily or weekly or monthly). Manually or this can done automatically (Autofill) .
	    b. Specify the amount of money that the child can spend (each day, each week, each month). (Spending limits).

Controls	1- Set Approved Store: Parent can specify the name of the shoppes/markets the child can buy from. 2- Parent can deactivate the card for certain time. 3- Parent can delete child account. By this, the child will have no more access to his/her card and money and the account is no more available.
Notification	1- Parent receive notification when the child make a purchase. 2- Parent receive notification if he/she set the manually money transaction to the child account.
Fill Money	Parent can send money to the child account for some emergency cases, for example:

	1- The child ask for money to buy something more expensive, that exceed his limit spending and over the money balance. For example: buy things for working on a project for his/her school project.
	2- Parent give money gift for the child for his/her birthday. The parent will send money to the child account and change the settings for the spending and limitations for this reason.

Functional Requirement:

System	FinChild
Actor	Parent
Functional Requirement	Scenarios:
Sign Up	1- Parent download the app into his/her phone. 2- Parent can signing up by creating an account for him/her self, by entering a username, password and BankID.
Sign In	1- Parent log in to the app by entering the username, password, BankID. 2- Parent can keep the app active (means the app is open when ever you click on the app icon) or can log in everytime he/she opens the app. 3- If there is an error entering login information after 3 attempts, the app will be locked and send an email to the parent, where he/she can reopen the app by entering the correct information.
Forgot Password	If the parent forgot the password, he/she can
Add Child Account	1- Parent can add child account for one child or more. 2- Adding a child account is done by entering child name, birthday, username and password.
Account View	1- When parent opens the app, the home page will view the child(ren) name(s) and balance(s). 2- Parent can view child's spending. By showing a list of where purchase has been made (ex: market name), date and amount. 3- View the details of each purchase, by showing each item and its price. 4- View a graphic bar that represent the child spending for each category (amount of money and category of purchase). (Spending Analysis).

Money Control	1- Parent can control money that is given to the child by:
	   c. Setting the amount of money that is given (daily or weekly or monthly). Manually or this can done automatically (Autofill) .
	   d. Specify the amount of money that the child can spend (each day, each week, each month). (Spending limits).
	   e. Parent can get back the money that are given to the child (Withdraw money).
	   f. Specify categories for money spending, like books, chocolats, video games...etc

Controls	1- Set Approved Store: Parent can specify the name of the shoppes/markets the child can buy from. Also, it will show the other store names that already selected. The parent also, can delete any store any time. 2- Parent can deactivate the card for certain time. 3- Parent can delete child account. By this, the child will have no more access to his/her card and money and the account is no more available.
General Settings	1- Adding the other parent to the app so he/she can view child activities or/and be as other active parent have the same validation the first parent has.
Notification	1- Parent receive notification when the child make a purchase. 2- Parent receive notification when the child request emergency money. 3- Parent receive notification if he/she set the manually money transaction to the child account.
Fill Money	Parent can send money to the child account for some emergency cases, for example: 1- The child ask for money to buy something more expensive, that exceed his limit spending and over the money balance. For example: buy things for working on a project for his/her school project. 2- Parent give money gift for the child for his/her birthday. The parent will send money to the child account and change the settings for the spending and limitations for this reason.
Actor	Child
Functional Requirement	Scenarios:
Log in	1- Child log in to the app by entering his/her username and password.

	2- If the password or username was incorrect, the app will lock the account and send a notification to the parent after exceeding the third attempt.
Account View	1- Child can view money balance. 2- Chile can view the details of his/her purchases. 3- Show the lists of the shops/markets that he/she can use.
Emergency Request	Child can ask for emergency amount of money for different reasons. Request will be sent to the parent, if the parent approved, he/she will send amount of money the child specified.
Planning/ Saving	The child can do some planning for his account with saving money for some reasons. Like buying a bike or planning a trip with friend. With this service, the child can specify amount of money to go from the active money to the savings. This can be done manually or automatically.
Actor	Stor
Functional Requirement	Scenarios:
Send copy of the purchase	This is done, by having the shops participate in this project and add a future tool to their existing payment program that will allow sending child purchase with item details.