

Project Title: Personal Expence Tracker Application

Team ID: PNT2022TMID39972

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|---|--|---|--|---|
| Define CS, fit into CL | <div>CS</div> <div>1. Customers Segment: Adults,adolescent and people who works can use this application</div> | <div>CC</div> <div>6. Customer Constraints: No exact predictions. System corruption Difficult for large scale entrepreneur Time consuming in generations reports</div> | <div>AS</div> <div>5. Available Solutions: Check your account statements. Categorizes your expenses. Build your budget. The 50/30/20 budget calculator. Identify room for change.</div> | Explore AS, differentiate |
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| Focus on PR, tap into BE, understand RC | <div>PR</div> <div>2. Problems/ Pains: Improper photos not acceptable Lack of accessing new laptops by everyone Lab kits and other components costs(Students)</div> | <div>RC</div> <div>9. Problem Root Cause: Improper photo recognition may cause inconvenience in using this app and accuracy in results may differ sometimes</div> | <div>BE</div> <div></div> | Focus on PR, tap into BE, understand RC |
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| Identify strong TR & EM | 3. Triggers: A spending trigger can be any situation,emotion,place, or person that tempts you to spend money. | 10. Your Solutions: Ongoing development process and updating software. Adding features to improve performance. Programming to reduce the negatives | 8. Channels of Behaviour: Online: It is completely different from manual calculations so this may avoid mistakes and misconceptions. Offline:Keeping track in daily expenses everyday is impossible sometimes. | Extract online & offline CH of BE |
| | 4. Emotions: Spending money during a period of heightened emotions, like stress or sadness. | | | |