














PERSONAL EXPENSE TRACKER

Date	19 October 2022
Team ID	PNT2022TMID23689
Project Name	Personal Expense Tracker Application

<div>SCENARIO</div> <div>TRACKING INCOME AND EXPENSES</div>	<div></div> <div>Entice</div> <div>How does someone initially become aware of this process?</div>	<div></div> <div>Enter</div> <div>What do people experience as they begin the process?</div>	<div></div> <div>Engage</div> <div>In the core moments in the process, what happens?</div>	<div></div> <div>Exit</div> <div>What do people typically experience as the process finishes?</div>	<div></div> <div>Extend</div> <div>What happens after the experience is over?</div>
<div></div> <div>Steps</div> <div>What does the person (or group) typically experience?</div>	<div>By Grouping Expenses</div> <div>Personal Websites And Credit Cards</div>	<div>Customer is provided By transaction details</div> <div>Checking Transaction</div>	<div>Identify if expense exceed the limit.</div> <div>User can set the amount limit to be spend.</div>	<div>All Incomes and expense will be saved.</div> <div>Entire process will be stopped.</div>	<div>User will have very nice experience</div> <div>The user will use our application again and again if the used once.</div>
<div></div> <div>Interactions</div> <div>What interactions do they have at each step along the way?</div> <div><div>■ People: Who do they see or talk to?</div><div>■ Places: Where are they?</div><div>■ Things: What digital touchpoints or physical objects would they use?</div></div>	<div>By Using Internet User can contact Expense management System</div> <div>User can contact us with customer care</div> <div>User can interact with email</div>	<div>Notification will send If expends exceeded</div> <div>Data will be stored in system</div>	<div>We ask them to decrease Expenses and save .</div> <div>send notifications</div>	<div>Expenses will have to Update periodically</div> <div>Admin will send notification if the Expenses are not. updated</div>	<div>Asking about USER Experience</div> <div>User Feedback will will considered</div>
<div></div> <div>Goals & motivations</div> <div>At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")</div>	<div>Track Expense</div> <div>Analyze Expense</div> <div>Savings is easy</div>	<div>user will know how much they spend.</div> <div>The user can spend the money without any fright if more amount still remains in budget</div>	<div>user can live with the line</div> <div>Use to track the expense.</div>	<div>User's can live their life peacefully without any financial tensions.</div> <div>Unnecessary expense can be avoided.</div>	<div>Help the user have better life.</div> <div>The user feel safe to spend money.</div>
<div></div> <div>Positive moments</div> <div>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</div>	<div>Exciting app</div> <div>Easy to use</div>	<div>Spending the money with this app is more exiting.</div> <div>Users can save their monthly expenses.</div>	<div>Expenses are easily Tracked by software</div> <div>Visualization also done</div>	<div>App is more secure.</div> <div>Cloud technology is used</div>	<div>Happy mind set.</div> <div>User will love to use the application.</div>
<div></div> <div>Negative moments</div> <div>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</div>	<div>Irritating when application gets hang.</div> <div>Slow Internet may Lead to trouble</div>	<div>People feels Insecure</div> <div>People think that the cyber attacks May lead</div>	<div>corrupted values may damage the graph.</div> <div>User may forget the expense some times.</div>	<div>Time delay</div> <div>User feels sometimes lazy to update the expenses.</div>	<div>People may recommend.</div> <div>Suggest other about application.</div>
<div></div> <div>Areas of opportunity</div> <div>How might we make each step better? What ideas do we have? What have others suggested?</div>	<div>Provide a simple summary</div> <div>Easy to compare with others</div>	<div>Used to reduce the expense</div> <div>Helps the user to save money</div>	<div>reward points will be given according to their savings</div>	<div>User understands need of the application</div>	<div>User friendly feedback</div>