PERSONAL EXPENSE TRACKER APPLICATION

Team ID	PNT2022TMID33587
Date	8 October 2022
Project name	Personal Expense Tracker Application

Scenario

SCENARIO

Browsing, booking, attending, and rating a local city tour

Entice
How does someone initially become aware of this process?

Enter
What do people experience as they begin the process?

Engage
In the core moments in the process, what happens?

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A you add steps to the experience, move each these "ive Es" the left or right d pending on the scenario y u are documenting.

Exit
What do people typically experience as the process finishes?

Extend
What happens after the experience is over?

Steps
What does the person (or group) typically experience?

Entice:
- Searching for expense managing idea — Most people gets an aware of expense tracker application when they search for money management ideas
- Downloading and visiting app — After getting an idea of expense tracking application, user will download our application
- Exploring the app — The user explores the features and options available by giving some dummy data informations

Enter:
- Initialization — After getting to know about the application, the user begins the work by adding his income data
- Categorization — Every expense category is updated by adding how much money it needs on a daily, weekly or a monthly basis
- Fixing expenses — Every expense category is updated by adding how much money it needs on a daily, weekly or a monthly basis
- Finalizing — User finalizes the budget on each expense category

Engage:
- Adding of expenses — On every expense the user performs, he will update it by adding its data on the app
- Calculation — The app performs its calculation every time when the user adds any expense that he spend
- Aware of money left — By means of calculation, the user will get to know the amount that is left for him to spend on each category
- Alert System — When the user exceeds or reaches his budget set on any particular expense category, he will get notified
- Data Report — User will get a graphical view of his money got spent on each category over a period that has been set

Exit:
- Knowledge about the way he spend — By the end of the period that has been set, user will get to know how much he could save and in which part money needs to be spent most
- Saving of Money — When the user spend with a planned budget his money gets saved
- Rating — The user can rate the application after getting benefitted or through his experience on using the app

Extend:
- Report storing — The overall report of the expense that was tracked for that period can be viewed anytime
- Personalized suggestions — Once the user's expense got tracked successfully, they will get suggested to make better budget plan

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Interactions
What interactions do they have at each step along the way?
- **People:** Who do they see or talk to?
- **Places:** Where are they?
- **Things:** What digital touchpoints or physical objects would they use?

Entice:
- Money managing ideas by typing in the search engine of the Android app
- Expense tracking app download recommendations on the Android app
- Multiple apps get recommended on the search result
- Downloading of app through online store or through downloading link

Enter:
- Data filling section the application
- Category adding section of the application
- Expense fixing section of the application
- Finalizing the budgets by clicking set button on the application

Engage:
- When the user spends his money, he will add it on the expense adding section
- The application performs its calculation on the back and results are always shown after updation
- The amount of money left can always be displayed in the application
- Notification will be spent on overspending through message or mail
- The tracked report will be displayed in the application on the report section

Exit:
- Looking through the report of tracked expenses
- The remaining money after making every needed expenses will be displayed
- An indirect communication between the application developers and the users

Extend:
- Stored reports of previously tracked expenses can also be viewed on the app
- Application's work to suggest some better budgets for each category

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Goals & motivations
At each step, what is a person's primary goal or motivation? ("Help me…" or "Help me avoid…")

Entice:
- To get an idea of managing money
- To opt for an application for managing money
- To get to know more about the app

Enter:
- Helps to commit on money management by entering the details
- Helps to know all the expense categories that the user has
- Helps to stick on fixed value of amount that should be spent on ech categorized expense
- Helps to have confidence of having a fixed budget plan

Engage:
- Helps to keep record of every expense made
- Helps to keep an updated result of money spent and left
- Helps to be aware of how much money is left to spend
- Helps to avoid spending much which makes the user to stay within the budget
- Helps to get an idea of how her money got spent

Exit:
- Helps to gain knowledge about which part of expense needs to be reduced
- Helps in increasing savings
- Helps to let the developer know about the applications positives and negatives

Extend:
- Helps to view and compare the expenses that were made in previous months
- Helps in enhancing better budget fixing

Positive moments
What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?

Entice:
- Thinking of managing money
- Exploring the app and its features feels interesting

Enter:
- Exploring the app and its features feels interesting
- The user feels surprised while categorizing his expense
- the user would feel hopeful when he finalizes his budget

Engage:
- Adding of expense makes him confident of knowing where his money got spent
- Customer feels relaxed as there is no need to perform manual calculations
- Being aware of how much money left makes them feel relief
- Customer get surprised while getting the alert notification

Exit:
- Customer feels pride as the application done what it has to
- The ultimate goal money management is savings and it is achieved
- Rating the application would help other users to install it

Extend:
- User likes looking on their past reports to compare with current report
- User will love suggestions because they have a high engagement rate

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Negative moments
What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

Entice:
- Thinking of money management makes the feel frustrated
- Choosing an application for tracking his expense maybe challenging
- To get an understanding about the application maybe time consuming

Enter:
- User may think of security issues
- The user may fail to add each of his expense category
- User may feel a bit of fear of commitment

Engage:
- user may forget to add some expenses that he spent
- Internet interruption may lead to miscalculation
- If the money left is not enough, user will get anxiety
- User face failure when he couldn't cope up with the budget

Exit:
- The knowledge gain will be nothing if he fails in staying within the budget
- Bad ratings by some users may restrict other people from installing our application
- Some users find giving reviews and ratings as an arduous process

Extend:
- Looking at old reports reminds of failure if any happened
- May not goes along with suggestions
- Data may get lost

Areas of opportunity
How might we make each step better? What ideas do we have? What have others suggested?

Entice:
- Providing ads through other money managing videos or websites
- Application recommendation or to appear top in the search result
- Giving a complete tutorial of using the app

Enter:
- Initialization process could be made better by looking through app tutorial
- How might we remind the user when he forget to add some expense while spending

Engage:
- How might we improve the speed of calculation
- In what ways the user interface should be improved
- How might we show the reports in the best way

Exit:
- Making sure that the flaws are removed
- How might we make user understand to give bad experience in good suggesting way

Extend:
- How might we make user understand about his progress on budget saving
- Giving suggestions based on how the user makes a budget