



PERSONAL EXPENSE TRACKER APPLICATION

TEAM ID	PNT2022TMID50619
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PROJECT NAME	Personal Expense Tracker Application

<div>SCENARIO</div> <div>Adding wallet balance, tracking, saving and monitoring 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>Seeking ideas to manage expense</div> <div>Downloading the application</div> <div>Exploring the application</div> <div>Most people get aware of expense tracker application</div> <div>After getting an idea of expense tracking application, user will download the application</div> <div>The user navigates through the application features</div>	<div>Registration</div> <div>Initialization</div> <div>Setting expense limit</div> <div>The user should provide their email, mobile number for registration</div> <div>The user adds their income data</div> <div>The user sets the limit for spending</div>	<div>Calculation of expenses</div> <div>Aware of money left</div> <div>Alert System</div> <div>The application performs calculation every time when the user adds expense they spend</div> <div>The user will get to know the amount that is left for them to spend</div> <div>When the user reaches their spending limit they will get notified</div>	<div>Knowledge about financial management</div> <div>Analyzing unwanted expenses</div> <div>Skill improvement</div> <div>Users will get to know how much they can save and which part money needs to be spent most</div> <div>The user reviews unwanted expenses to avoid them in future</div> <div>Small part self confidence improvement</div>	<div>Report storing</div> <div>Personalized challenges</div> <div>Aimbiton Goals</div> <div>The overall report of the expense that was tracked for any time period can be viewed anytime</div> <div>Helps the user to achieve some goal within a specific time</div> <div>Helpls of money management</div>
<div>👤</div> <div>Interactions</div> <div>What interactions do they have at each step along the way?</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>Recommendation of application to other person by frequent user</div> <div>Expense tracking application download recommendations on Playstore or ads</div> <div>Money managing ideas by typing in the search engine of the Android app or website</div>	<div>Add expense details section of the application</div> <div>Wallet limit section of the application</div> <div>Finalizing the budgets by clicking set button on the application</div>	<div>When the user spends their money, they will add it on the expense adding section</div> <div>The amount of money left will always be displayed in the application</div> <div>If the user reaches the limit notification will be sent through message or mail</div>	<div>Looking through the report of tracked expenses</div> <div>The remaining money after making every needed expenses will be displayed</div> <div>Small part self confidence improvement</div>	<div>Stored reports of previously tracked expenses can also be viewed on the app</div> <div>User can logout if they want</div> <div>Helpls of money management</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>Help me to get an idea of managing money</div> <div>Help me to create a profile for myself on application</div> <div>Help me to get to know more about the app</div>	<div>Help me to set limit for my expenses</div> <div>Help me to monitor my expenses</div> <div>Help me to have confidence of having a fixed budget plan</div>	<div>Help me to keep record of every expense made</div> <div>Help me to get notified when I reach the wallet limit</div> <div>Help me to keep an updated result of money spent and left</div>	<div>Helps me to gain knowledge about which part of expense needs to be reduced</div> <div>Helps me in increasing savings</div> <div>Helps me to change my wallet limit anytime</div>	<div>Helps me to view my history of spending money</div> <div>Helps me to view and compare the expenses that were made in previous months</div> <div>helps of your family happinees</div>
<div>😊</div> <div>Positive moments</div> <div>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</div>	<div>Thinking of managing money</div> <div>Exploring the application and its features</div>	<div>Assists me to spend money within the limit</div> <div>The user would feel hopeful when he frinalizes his budget</div>	<div>Improving way of spending by tracking expenses</div> <div>Adding of expense makes user confident of knowing where his money got spent</div> <div>User feels relaxed as there is no need to perform manual calculations</div>	<div>The ultimate goal of money management which part of expense is achieved</div> <div>Rating the application would help other users to install it</div> <div>Co-operative way for changing my wallet limit from time to time</div>	<div>User likes looking on their past reports to compare with current report</div> <div>Helps in brand new planning for spending</div>
<div>😞</div> <div>Negative moments</div> <div>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</div>	<div>Thinking of money management makes the user frustrated</div> <div>It may take some time to get an understanding about the application</div> <div>Choosing the correct application for tracking their expense maybe challenging</div>	<div>User may think of security issues</div> <div>User may feel a bit of fear of commitment</div> <div>Limits us within some boundary so that user cannot spend money in emergencies</div>	<div>User may forget to add some expenses that they spent</div> <div>If the money left is not enough, user will get anxiety</div>	<div>Keeps customer thoughts unstable</div> <div>The knowledge gain will be nothing if he fails in staying within the budget</div>	<div>Looking at old reports reminds of failure if any happened</div> <div>Reminds of failure if any happened</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>Application recommendation to appear top in the search result</div> <div>Giving a complete tutorial of using the app</div>	<div>Initialization process could be done better by looking through app tutorial</div> <div>Its hard to remind the user if he forget to add some expense while spending</div>	<div>In what ways the user interface should be improved</div> <div>How might we extend this application to manage tax expenses too?</div>	<div>Making sure that the faws are removed</div> <div>Rating the application would help other users to install it</div>	<div>helps of your family happinees</div>