### **PROJECT DESIGN PHASE-1**

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# Define CS, fit into Co

### 1.CUSTOMER SEGMENT

- Customers those who spend money unwontedly and to track their expenses.
- Customer those who can't remember their expense.
- Those who expecting to track their expense via statistics.

### **6.CUSTOMER CONSTRAINTS**

- Customer should use UPI or Net-Banking to track the expense.
- If the money is spend through cash customer must add the expense in the application.

### **5.AVAILABLE SOLUTIONS**

 SPENDEE Application available both android and the ios.

## <u>Explore AS, differentiate</u>

ocus on J&P, tap into BE, understand RC

### 2. JOBS-TO-BE-DONE/PROBLEMS

- The main Intention of the application is to track the expense and provide statistics of expenses
- It provides statistics based on categories of expenses.
- To include money spend through cash,bank cheque's etc.

### 9.PROBLEM ROUTE CAUSE

- The Main problem is gathering the data from the UPI apps or Nat-Banking application.
- This will act as the main problem of the application.
- Laziness of the customer to add the expense done through cash in the application.

### 7.BEHAVIOUR

- Customer should responsibly add the expenses done through offline mode.
- To assure the data safety to the user.

Focus on J&P, tap into BE, understand RC

# Identify strong TR

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## 3.TRIGGERS

 Customer may think, they spend more money and no saving.

## 4.EMOTIONS: BEFORE / AFTER

• BEFORE: No Savings.

 AFTER: Few saving due to expense tracking application

## **10.YOUR SOLUTION**

- Design a cloud based web Application of the expense tracker.
- Provide statistic of the expense done by the user through the graphs or charts.
- Providing email alerts if the total expense exceed the limit.

### **8.CHANNELS OF BEHAVIOUR**

- In Online
  mode user
  don't have
  more work
  user need to
  set the
  maximum
  expense limit.
- In Off-line mode user should responsibly add the expenses done through cash

Identify strong TR & EM