FinanceFriend

Logo Subject to change

Team:

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Problem Statement:

Financial planning is an important part of everyday life. However, many college students do not actively keep a budget. This largely stems from the budget software they would potentially use either being a paid service, or the free versions lack many key features and have a poor UI experience. That is when our project, FinanceFriend, comes in. We aim to deliver a completely free financial well-being project that can be used as the last financial software a user will ever need. This includes adding features that normally are not seen in free budgeting applications like 401k / Stock Market price tracking, so users can manage their investments and retirement goals with more insight, or an interactive calendar to keep track of things like bill deadlines or important meetings. We will also have an optional feature that will enable users to see extra info about their spending, like where they were and what time it was when they made the transaction.

Project Objectives:

- Develop a web app that allows users to set a budget with weighting based on several different spending categories
- Make the project cross-platform and usable on both iOS and Android devices along with the web app
- Include the ability to track your expenses and categorize them

- Create the ability to add and see bill deadlines and other relevant dates
- Include the ability to track the current performance of their investments
- Include the ability to visualize the user's spending via tools like graphs
- Design and use a database so that a user's information is saved for the next time they log on

Stakeholders:

- Users/Customers: The users that would use our budgeting app
- Software Developers: John Robinson, Wes Turnbull, Henry Wellman, Patrick Spitzer
- Project Owners: All members of the team

Deliverables:

- A cross-platform application that allows users to create/manage a budget and gain important insights into their financial management situation
- The application will be created on the Flutter framework using Dart
- We will use a SQLite database to store relevant user budget information and other such data that requires persistence. Database??? (*Honestly, I've used it before and it's not that bad to work with, so SQLite might be the way to go for getting data persistence. Maybe combined with something like PostgreSQL if you want to go overboard, but I don't think that will be necessary. Also, there appears to be direct flutter documentation for working with SQLite, so I think that's a pretty big plus.*)

CS 307 Projects:

- Wes Turnbull and Henry Wellman
    - Our GitHub repo is: https://github.com/AndrewThomae/Ball-of-the-Wild
    - In CS307, our team made a third-person sports game called Ball of the Wild using Unreal Engine 5. It was a team-based multiplayer handball game, similar in concept to games like Rocket League. There was character progression, which allowed the user to select several different Animal class characters and compete with them, all with individual power-ups and achievements. To add to the gameplay, we also added several game modes, which each provided a unique experience. For increased customization, we also developed different maps and menus for common game settings and tutorials.
- John Robinson
    - Github repo: https://github.com/Stimils02/CS307-Project.git

    - In CS307, our team and I developed a website named JudgeMe. This platform allows users to sign in with their Spotify accounts, through which JudgeMe provides comprehensive information that users can share with their friends and add to their JudgeMe profiles.

      This information encompasses a music taste score, determined by analyzing the correlation between the user's preferred music genres and the 'Big Five' personality traits. This score is then used to compare with scores of other friends on the platform. Additionally, the website generates charts that offer in-depth analysis of favorite songs and artists, presenting statistics that are not readily available on Spotify.

      JudgeMe offers further features, such as the ability to generate playlists tailored to the user's preferences. Moreover, there's an option to take a chance on "risking your fate," wherein JudgeMe curates a playlist that the user might enjoy, or alternatively, a humorously unbearable playlist.

- Patrick Spitzer
    - Github repo: https://github.com/jlewix/purduecircle
    - In CS307, me and my team created a social media web application called Purdue Circle, similar to a rudimentary Twitter. The application was built using Javascript as the primary language and was made up of a React frontend, a Node.js backend, a database on MongoDB, and was hosted through Heroku. Our app allowed users to create an account, log on, and view posts from accounts they follow. Users could also like posts, create their own posts, reply to others' posts, and even favorite posts. Posts could be searched by tags, which are added when a post is created. Users could also direct message and block each other.