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**SRS – ATM For Kids**

1. **Introduction**

Our project entails the design of an interactive interface for an ATM aimed towards kids aged 10-15. We aim to encourage kids to start thinking about money management at their impressionable age.

*Scope and Benefits* **–** A lot of parents want their kids to understand money management and kids like the freedom to own their own bank accounts. This is an appropriate method to engage both parents’ and their kids’ interest while also providing a good user experience.

1. **Project Team members and responsibilities**

Kanupriya Jamwal – Applying design principles, visualizing UI, implement prototype/viable solution, evaluating interface, making changes as required

Shreya Ghose – Collecting user requirements, approaching existing problems, characterize users, evaluating interface, documenting

1. **Know your user**

The target users are kids aged 10-15. Information will be gathered by conversing with kids of these ages at malls and other public places (with the help of parents). This information includes colour scheme preferences, their allowances, the places they frequent, etc. We have to keep in mind the money management education they may have received. We must implement it in a way that encourages them to save money.

There must be a separate login for parents so they can set preferences such as setting an allowance limit and accessing account details.

Kids usually spend more time on the screen and are significantly tech savvy. They also like to personalize their profiles.

1. **Interface Requirements**
2. **User Specification**

The interface must be designed to engage the attention of preteens. The representation should be adaptive to their needs and responsive to their experience

1. **Functional Requirements**

Functionalities include:

1. Login
2. Selecting avatars
3. Selecting themes/colour schemes
4. Parent Login
5. Withdrawal
6. Balance check
7. Deposit
8. Setting default withdrawal
9. Setting withdrawal limit
10. Motivational messages on login, withdrawal, balance check, etc (with regard to money management)
11. Unlocking avatars as rewards for saving money
12. **Input-Output Devices**

ATMs, Mobiles, PCs

1. **Assumptions, if any**
2. Kids understand basic technology
3. Kids like to personalize
4. Kids like cartoon representations