PROJECT 1 - PROPOSAL

Expense Tracker App

Group Members:

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Project Summary:

The Expense Tracker app aims to provide users with a powerful tool to monitor their expenses, categorize spending, set budget goals, and generate visual reports for effective financial management. Developed using Flutter, the app will offer a seamless cross-platform experience for both Android and iOS users.

Github Repository link for the project:

- https://github.com/KrithikaReddyC/Project1

Proposed Wireframe:

- **Layouts:**

Welcome Screen
Login/Signup Screen
Dashboard
Expense Entry Expense
Categories
Budget Setting
Reports

- **Functionality:**

Welcome Screen to Login/Signup Screen:

Use Case: Upon app launch, users are welcomed with an introductory screen. They can proceed to login or signup.
Steps: Launch app -> View welcome screen -> Tap "Get Started" -> Navigate to login/signup.
Expected Outcome: Smooth onboarding process, initiating user authentication. Login/Signup Screen to Dashboard:

Use Case: After authentication, users are directed to the main dashboard.
Steps: Input credentials/signup -> Verify authentication -> Access dashboard. Expected Outcome: Users gain access to expense overview and management features.

Dashboard to Expense Entry:

Use Case: Users can input new expenses from the dashboard.
Steps: Navigate to dashboard -> Tap "Add Expense" -> Enter details -> Save. Expected Outcome: Efficient expense tracking with categorized entries.

Dashboard to Expense Categories:

Use Case: Users can manage expense categories from the dashboard.
Steps: Access dashboard -> Select "Manage Categories" -> Add/Edit/Delete categories.
Expected Outcome: Customization and organization of expense categories according to user preferences.

Dashboard to Budget Setting:

Use Case: Users can set budget goals from the dashboard.
Steps: Navigate to dashboard -> Tap "Set Budget" -> Specify limits and preferences. Expected Outcome: Proactive financial planning with notifications for budget thresholds.

Dashboard to Reports:

Use Case: Users can view visual reports from the dashboard.
Steps: Access dashboard -> Select "View Reports" -> Explore charts and graphs.
Expected Outcome: Insights into spending patterns and budget analysis for informed decisionmaking.

User Experience:

1. Welcome Screen:

Use Case:

User opens the Expense Tracker app for the first time.

Steps:

1. User launches the app.
2. Welcome screen with the app logo and brief introduction appears.
3. User reads the introductory message.

Expected Outcome:

Users are introduced to the app and its purpose, setting a positive tone for their experience.

2. Login/Signup Screen:

Use Case:

User wants to access their expense data or start using the app by creating an account.

Steps:

1. User taps on the login/signup button from the welcome screen.
2. Existing users input their credentials and log in.
3. New users enter their details and sign up for an account.

Expected Outcome:

Smooth authentication process ensures users can access their data securely or start using the app hassle-free.

3. Dashboard:

Use Case:

User wants to get an overview of their expenses and budget status.

Steps:

1. User logs in or signs up and lands on the dashboard.
2. User views summarized data such as total expenses, remaining budget, and categorized spending.
3. User navigates to other sections like expense entry, categories, budget setting, or reports.

Expected Outcome:

Users can quickly assess their financial status and access key features from the central hub of the app.

4. Expense Entry:

Use Case:

User wants to log a new expense.

Steps:

1. User navigates to the expense entry section from the dashboard.
2. User selects a category for the expense.
3. User inputs the amount, adds optional details like notes or attachments, and saves the entry.

Expected Outcome:

Seamless input process encourages users to track their expenses accurately without hassle.

5. Expense Categories:

Use Case:

User wants to manage or customize expense categories.

Steps:

1. User accesses the categories section from the dashboard.
2. User adds a new category, edits existing ones, or deletes unnecessary categories.

Expected Outcome:

Users can organize their expenses according to their preferences, making tracking more personalized and efficient.

6. Budget Setting:

Use Case:

User wants to set or adjust budget goals.

Steps:

1. User navigates to the budget setting section from the dashboard.
2. User selects a category and sets a budget limit.
3. User may choose to receive notifications when approaching or exceeding the budget. Expected Outcome:

Empowers users to manage their spending effectively and stay within financial limits.

7. Reports:

Use Case:

User wants to analyze their spending patterns visually.

Steps:

1. User accesses the reports section from the dashboard.
2. User views charts, graphs, and insights representing their expense data.
3. User may filter or customize the reports to focus on specific time frames or categories.

Expected Outcome:

Provides users with actionable insights to make informed financial decisions and track progress towards financial goals.

Iterative Design:

1. **Initial Prototype Testing:**

Test Cases:

- **Navigation:** Test the flow between screens to ensure smooth transitions and logical progression.
- **Authentication:** Verify the accuracy and security of the login/signup process.
- **Expense Entry:** Validate the ease of inputting new expenses, including category selection and optional details.
- **Category Management:** Assess the functionality of adding, editing, and deleting expense categories.
- **Budget Setting:** Test the process of setting budget goals and receiving notifications.
- **Reports:** Evaluate the accuracy and clarity of the visual representations of spending patterns.

2. **Gather User Feedback:**

- Conduct usability tests with a small group of target users to gather qualitative feedback on their experience with the app.
- Use feedback surveys or interviews to understand pain points, preferences, and suggestions for improvement.

3. Analyze Test Results:

- Analyze the findings from usability tests and user feedback to identify areas of improvement. • Prioritize issues based on severity and impact on user experience.

4. Refinement Phase:

- Implement changes and enhancements based on the identified issues and user feedback.
- Address usability issues, improve interface elements, and optimize performance.
- Conduct code reviews and testing to ensure the stability and functionality of the app after updates.

5. Iterative Testing:

- Repeat the testing process with each iteration of changes and refinements.
- Use regression testing to ensure that existing features remain functional after updates.
- Test on multiple devices and platforms to ensure compatibility and consistency.

6. Continuous Improvement:

- Monitor app performance metrics, such as user engagement and retention rates, to gauge the effectiveness of improvements.
- Collect feedback from app store reviews, customer support inquiries, and user forums to identify ongoing issues and areas for enhancement.
- Plan regular updates and releases to address feedback and introduce new features based on user needs and industry trends.

By following this approach, we aim to create an Expense Tracker app that not only meets users' needs but also provides an intuitive and enjoyable experience for managing personal finances effectively.

Statement:

We, the undersigned members of the group, acknowledge that we understand the conditions set forth in this proposal. We are committed to actively participating in the implementation of the group project from start to finish. We understand that individual grades may vary based on our contributions and performance, and we agree to present an important phase of the work collectively.

Signed proposal:

Name: FN__Karthik Reddy_LN _ Maddika_ [Karthik Reddy Maddika]
Name: FN__Krithika Reddy_. LN _ Cherukupally__ [Krithika Reddy Cherukupally]

This proposal delineates our strategy for crafting an engaging interactive website, emphasizing the utilization of Flutter to orchestrate captivating user experiences. We contend that this initiative resonates deeply with the core tenets of the Flutter framework, particularly its focus on seamless UI development, widget-based architecture, and expressive animations. By harnessing Flutter's robust capabilities, including its rich widget library, reactive framework, and hot reload feature, we aim to deliver an immersive digital platform that seamlessly integrates visually stunning designs with fluid user interactions. We are enthusiastic about the prospects of this endeavor and are eager to embark on this journey to materialize our vision.