VIET NAM NATIONAL UNIVERSITY, HO CHI MINH CITY

UNIVERSITY OF SCIENCE

FACULTY OF INFORMATION TECHNOLOGY

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Introduction to Software Engineering
PA0 Submission

GROUP 6

LECTURER:

NGUYỄN MINH HUY

HỒ TUẤN THANH

I. GENERAL INFORMATION

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II. REPORT

1. Idea:

- Introduction: Create website application for money management to have balance status, plan for better spending, wisely save your money to have better lifestyle.
- Target: End-users who have access to internet.
- Environment: Website.
- Technology (Expectation):
    - Front-end: ReactJS.
    - Backend: NodeJS.
    - Bridge: ExpressJS.
    - Database: MongoDB.
- Feature:
    - Sign up, Sign in, Sign out, Recover account if forgetting password.
    - Two factor authentication using email or recovery question.
    - Compilation of the management of personal expenditure management or group.
    - Make friends, add users to the group revenue management system.

- ➢ Setting the permissions of each member in the collection management system.
- ➢ Keep track on history of transactions.
- ➢ Search for spending with specific categories.
- ➢ Visualize the income, outcome using graph.
- ➢ Export transaction history as .csv or .json file.
- ➢ Input transaction (Income, Outcome, Transfer).
- ➢ Set limit for spending (day/month/year).
- ➢ Remind if spending is close to limit or exceed.
- ➢ Using many currencies.

2. Management:

- Documentation storage: Google Drive - https://drive.google.com/drive/folders/14yKCK4h-D05Rn7EkLQv7gs2Yjz0g7HLp
- Task management: Trello - https://trello.com/b/89ee2s2b/group06
- Communicative channel: Discord.
- Version controller: GitHub.