INF

FAKULTÄT FÜR
INFORMATIK

25. April 2021

TRESURETROVE: Money Control
Milestone 1 - Team Presentation

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Overview

Requirement Analysis

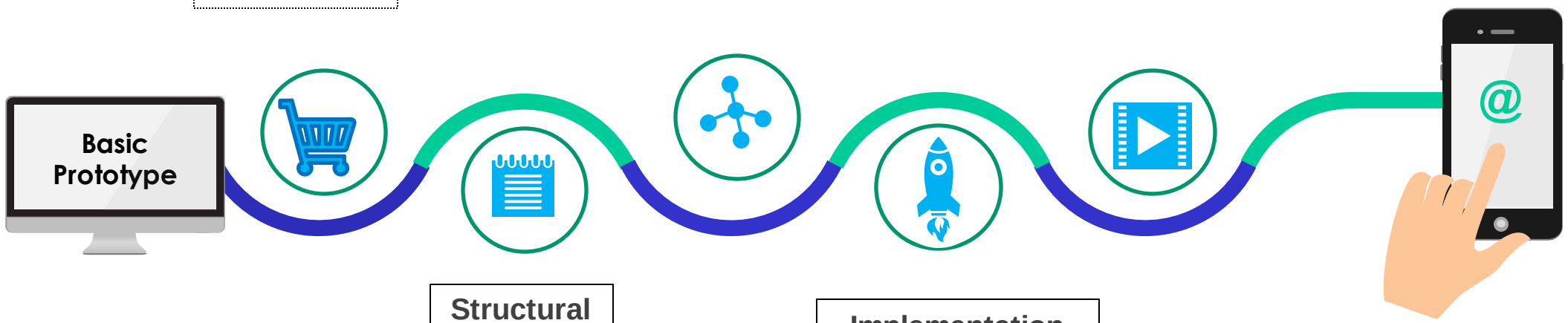
Requirement formulation, analysis and mapping to user stories

Behavioral Modeling

Modeling process and workflow using Use-Cases and Activities

Prototype Demo

Presenting a working prototype



Structural Modeling

Static modeling using classes, attributes and static relationships

Implementation

Method of implementing required features, UI, layouts and testing performance

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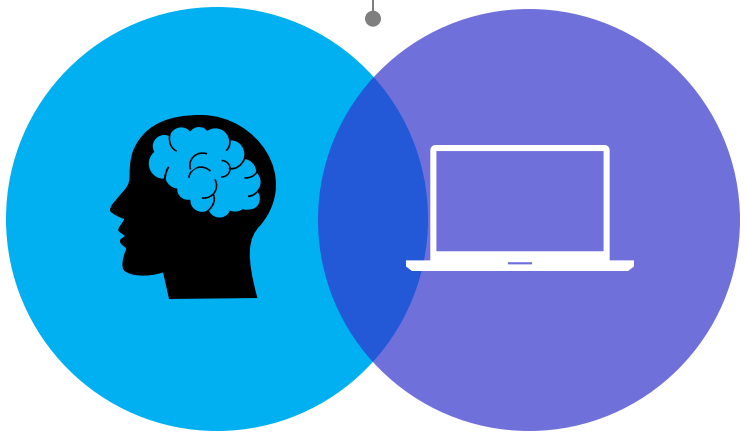
Requirement Analysis

Necessary Requirements

- Adding Expense Threshold
- Adding Recurring Transactions



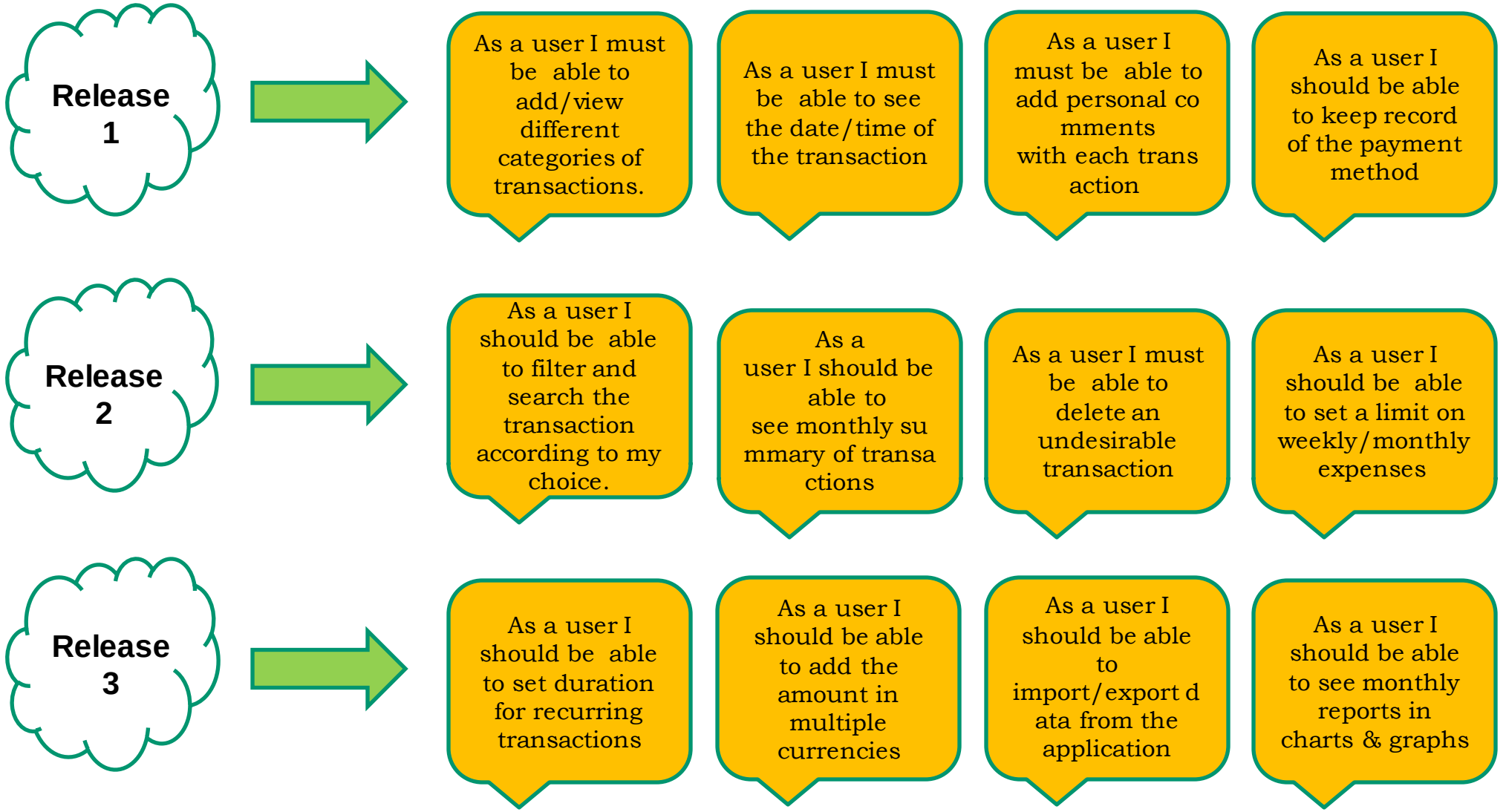
Essential Requirements

- Add or Delete Categories of Expenses e.g. (Food, Rent).
- Add Date, Amount, Payment Method with each transaction
- Add comments and notes with each transaction

Additional Requirements

- Represent Data using Graphs and Charts
- Add Import/Export to load/fetch data
- Add Multiple Currency Conversions

Requirement Analysis – User Stories



Structure Modeling – Class Diagrams

Home fragment is the entry point of our application from where we can move around to other fragments It consists of the summary of the monthly transactions in form of visual charts and graphs.

Here the user can view the ist of the entries added. Here he can also search and filter the transactions accordingly

Click to add text

Here the user can add a transaction, fill the entries of amount, date, time, payment method and can add a personal comment

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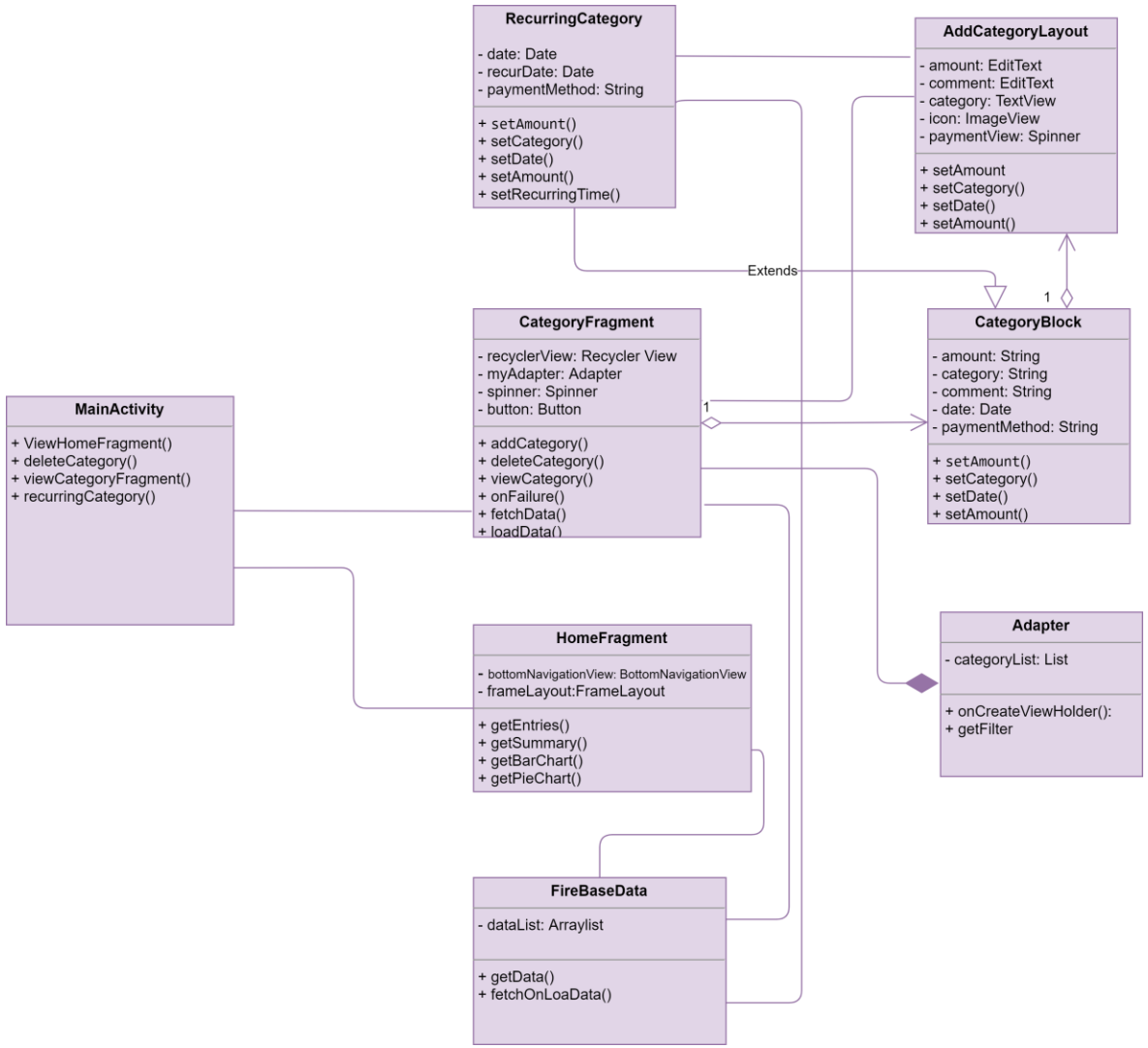
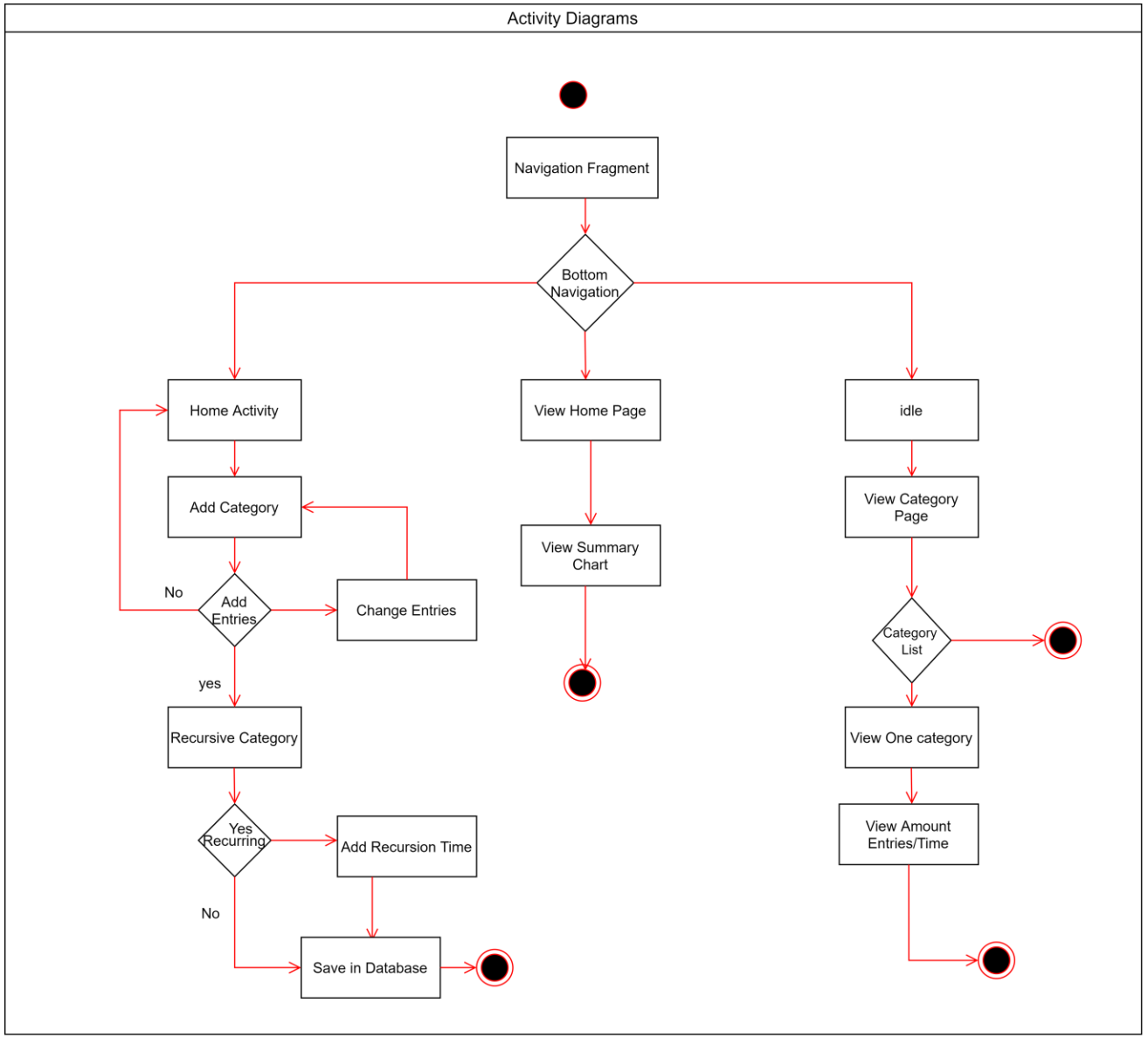
Structure Modeling – Class Diagrams

- Each block represents a class(component of a system
- Methods and Attributes along with access modifiers are present in the micro layer
- The relationships between the classes (association, aggregation, components) are determined in the macro layer

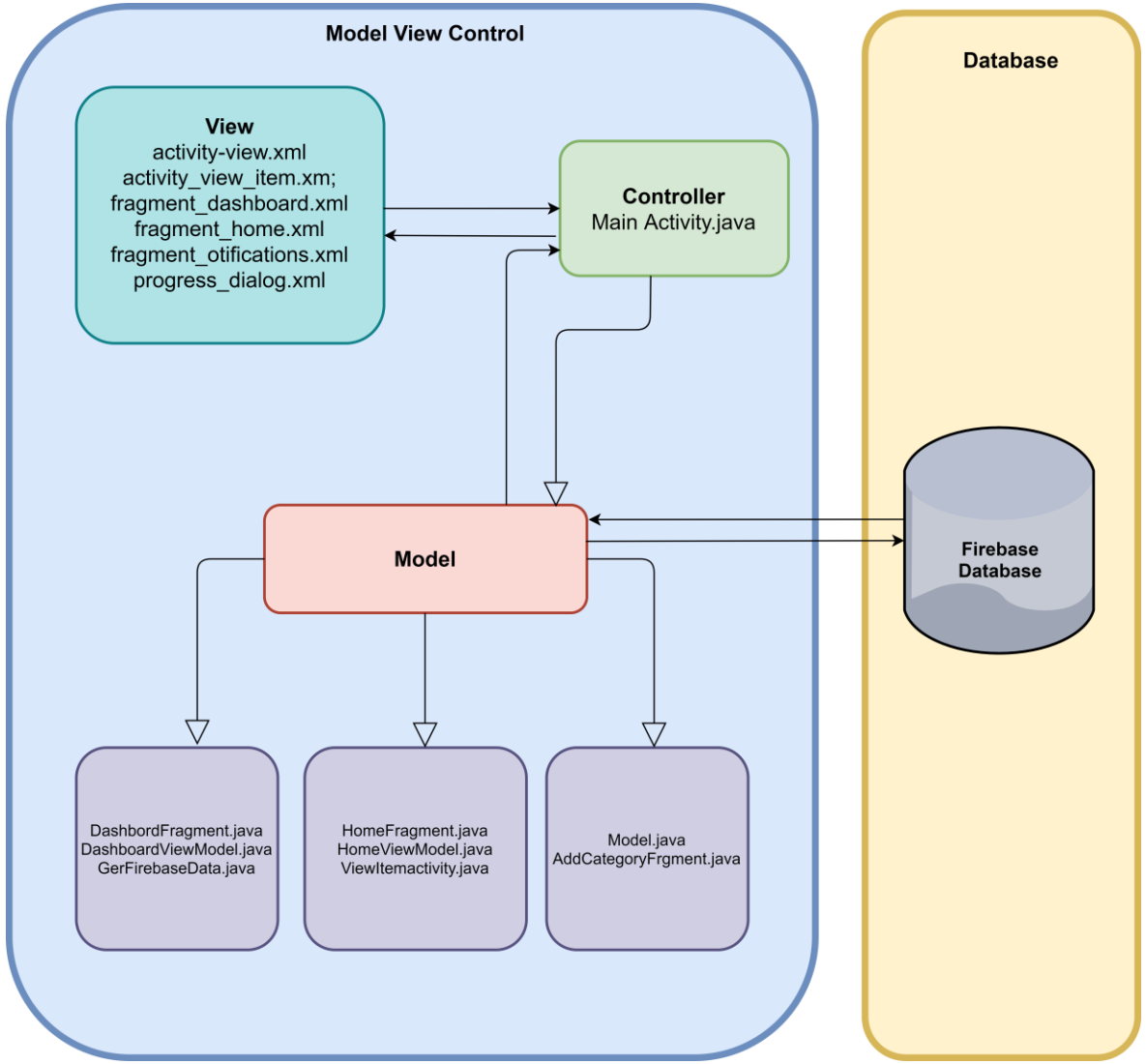


Behavioral Modeling – Use–Case Diagrams

Behavioral Modeling – Activity Diagrams



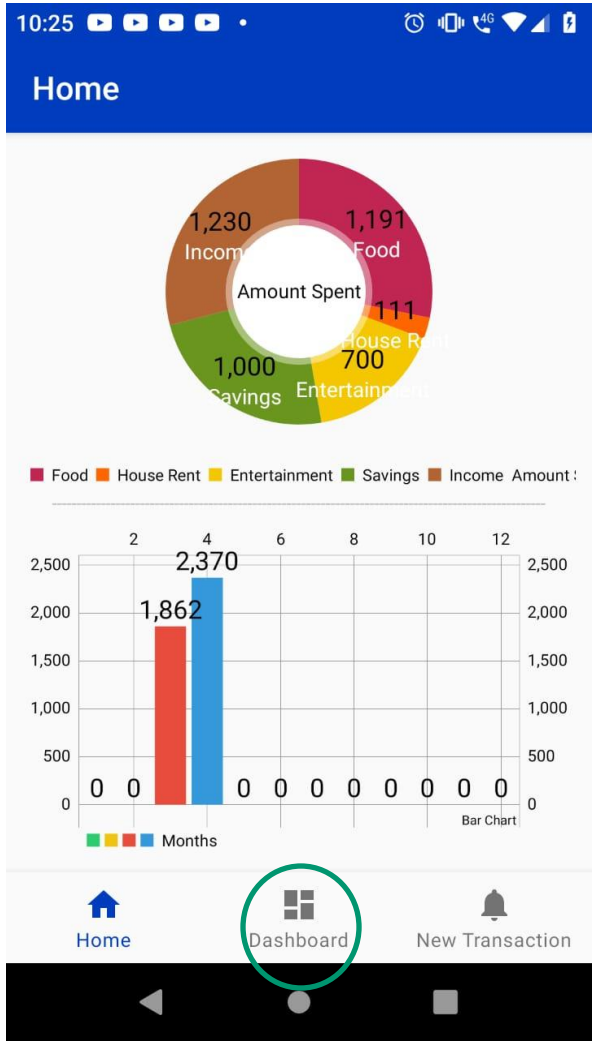
System Architecture

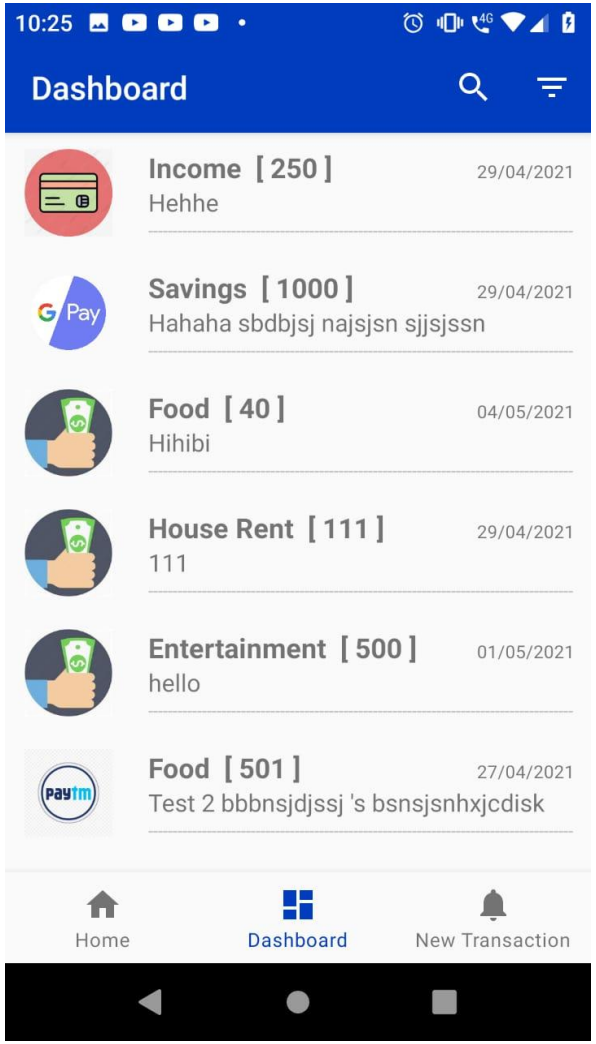


Implementation Strategy (Scrum Board)

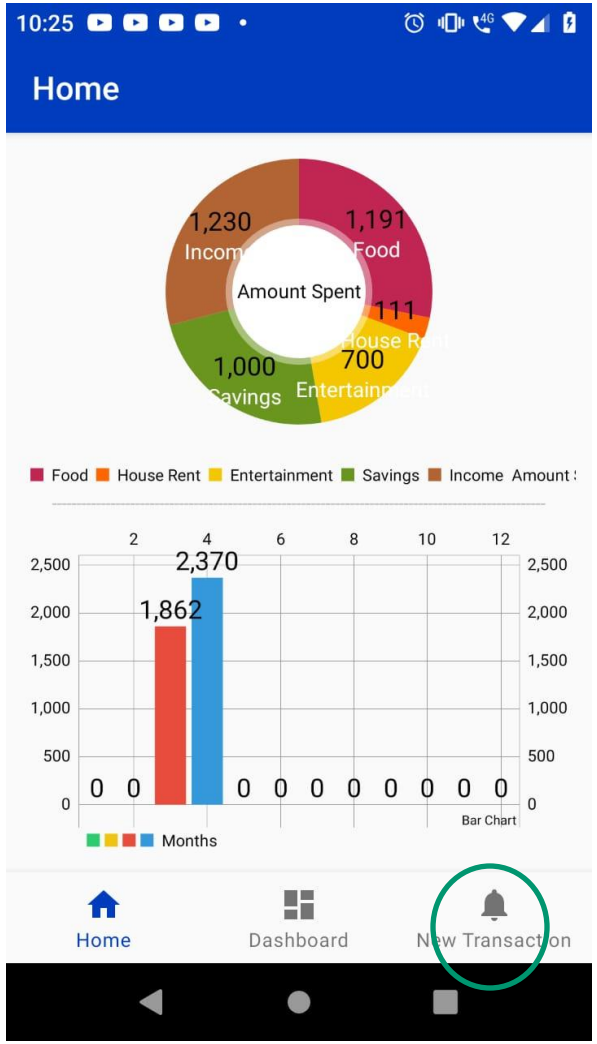
	Sprint 1 : 20.04.2021-04.05.2021		• Sprint 2: 07.05.2021-21-05.2021	
DONE	• Team introduction • Roles assignment • Task scheduling • Repository setting • First week report	• User stories • Use case diagrams • Finalized development of UI components and layouts	• Basic category dashboard implemented • class diagrams • Basic functionalities of Date/Time, payment method, comments	• Basic prototype with priority features • Blog compiled • Working app tested
DOING	• Implementation ideas • Layout and UI Design • Kickstart development of UI elements and layouts • Assign tasks	• Set up the blog • Get feedback from TA regarding UML diagrams • Development strategy for recurring transaction functionality	• Testing the functionalities of the app • Updating Blog and System design • Finalize essential features	• Prepare slides for milestone presentation • Update blog after feedback • Rigorously test the app and provide feedback
TO DO	• Requirements elicitation • User stories • Requirement mapping • Use-Case diagrams	• System design • Class diagrams • Activity diagrams • Development of essential features: 1. Add/Delete category 2. Date & Time 3. Payment method 4. Adding filter search feature	• Adding recurring transaction functionality. • Add Firebase integration for data storage. • Adding visual graphs in home dashboard	• Improving aesthetics on feedback • Demo of working prototype and all functionalities • Final presentation

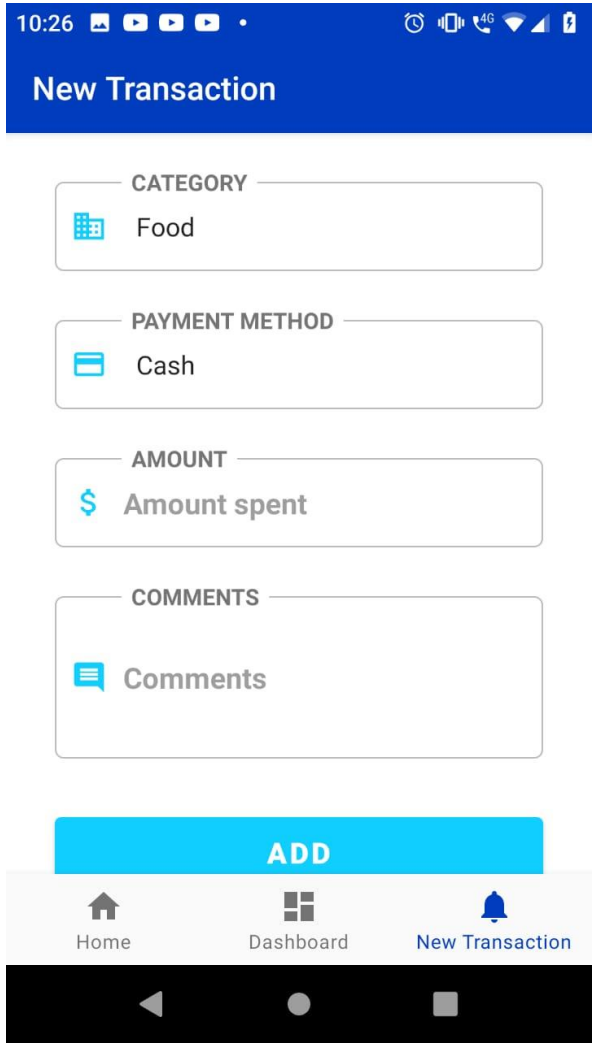
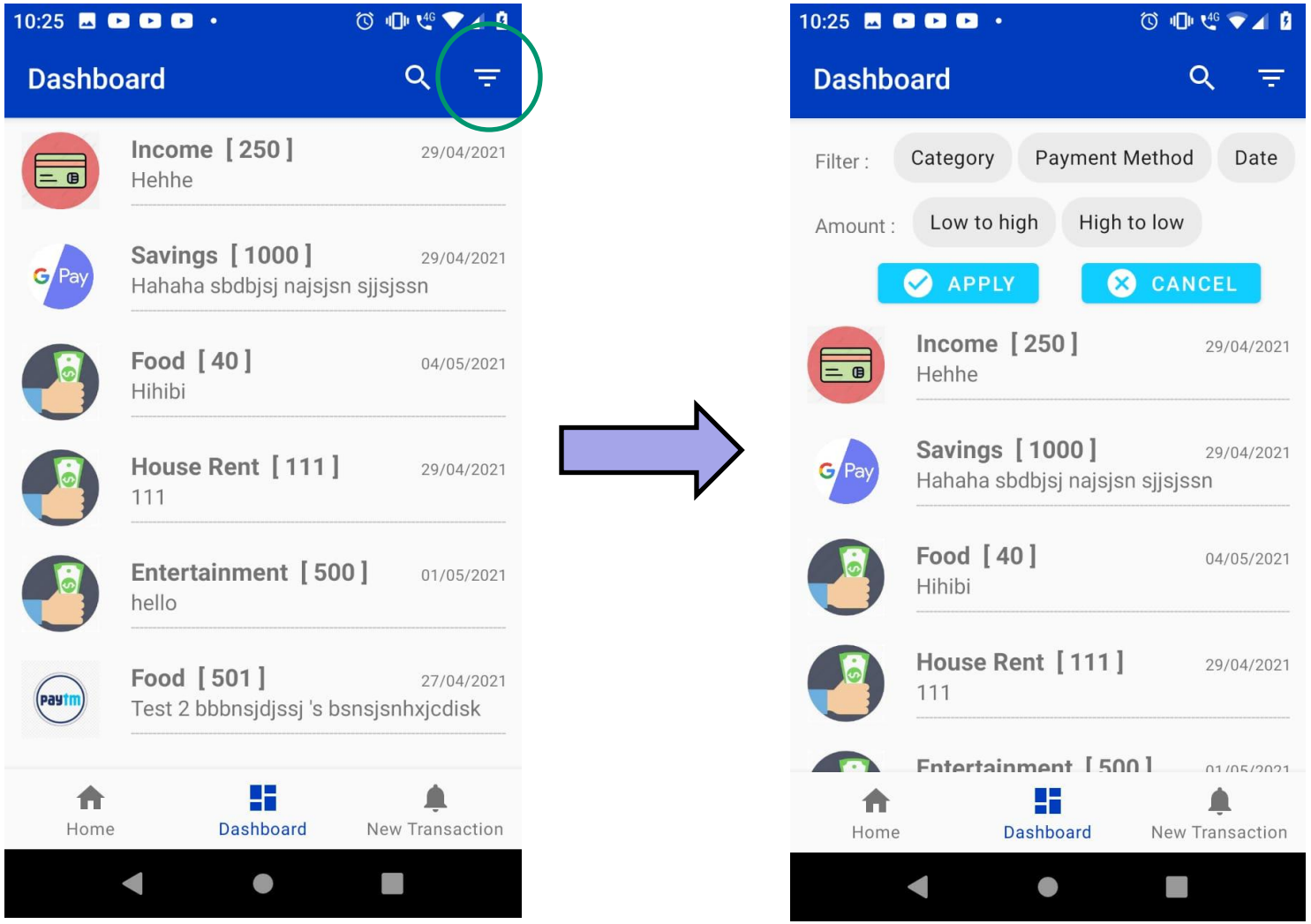
Working Prototype





Working Prototype





Working Prototype