HCI - Project proposal
Group 14

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1   Project goals

This project aims to develop a web application that simplifies group expense management and loan tracking. Users will be able to create groups, add friends, and manage loans between group members (e.g., for shared expenses like dining).

2   Methodology

We will start with user research, gathering information about our target users and their needs using interviews and surveys. We will then create a prototype based on the HCI guidelines studied during this course, continuously improving it based on user feedback. Usability testing will be conducted to identify pain points, improve ease of use and streamline common use cases.

3   Execution plan

1. **Planning:** Conduct interviews and surveys to gather functional and non-functional requirements.

2. **Prototyping:** Develop an interactive prototype based on the gathered requirements.

3. **Usability testing:** Evaluate the prototype by observing users as they interact with it.

4. **Iteration and refinement:** Refine the design based on test feedback. Continue upgrading the prototype and perform further usability testing until all major issues have been resolved.

5. **Evaluation:** Finalize the application for presentation.