Centsible

Centsible
Budgeting

Centsible

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PROG7313 POE

Planning and Design

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Introduction

In today's world, managing finances can be overwhelming, with expenses, savings goals, and financial planning all competing for attention. That's where Centsible comes in the application offers a powerful yet user-friendly solution designed to simplify budgeting, track spending, and help users achieve their financial goals. (Satzinger, Jackson and Burd, 2016)

At the heart of Centsible lies a commitment to clarity, control, and convenience. It doesn't matter if you're just a student managing limited funds, a professional planning for future investments, or a family working towards financial stability, our app provides the tools you need to stay on top of your finances. We have implemented intuitive features such as insightful analytics, and a seamless user experience, Centsible ensures that every cent counts in turn helping you build better financial habits and make informed money decisions with ease.

(Satzinger, Jackson and Burd, 2016)

Overview

The Centsible application is a user friendly budgeting tool that helps individuals track their expenses , set goals and keep in line with their financial goals. (Figma, 2023b) The name derives from the words, "Cent" and "Sensible". As it being a budgeting application it hints to the user to be sensible with their money. The application will allow users to create specific categories into which they can assign their daily, weekly or monthly transactions. (Android Developers, 2019) Its modern, visually appealing interface not only provides a clean layout for managing finances but also includes innovative features like real-time pop-up notifications, offline capabilities, and gamification elements such as badges and achievements. (Satzinger, Jackson and Burd, 2016)

Design Implementations

The Centsible Budgeting application follows modern design principles implementing a simple and clean user-friendly interface for users to take control of their budgeting needs. The application is intuitive using modern techniques to engage users as well as a layout that maintains ease of navigation. (Satzinger, Jackson and Burd, 2016)

Logo

The Centsible logo uses a “C” that looks like a cent symbol, showing that the app is about money management. The green colour (#A1DC7C) stands for financial growth interlinking with the concept that green is the most common colour for money. (Satzinger, Jackson and Burd, 2016)

Colour Scheme

Green (#A1DC7C):

This bright green is used for the main colour accents on the application and implemented in all the buttons, progress bars, and important highlights. (Figma, 2023b) It gives users a sense of growth and financial well-being, which fits the applications goal of managing money effectively. (Satzinger, Jackson and Burd, 2016)

Black (#000000):

Black is used as the background for the application. It shows a strong contrast between that and the text making sure that the important information is easy to read and pops out at you, which is crucial for a financial app. (Satzinger, Jackson and Burd, 2016)

Grey (#3A3A3A):

This medium-dark grey is used for secondary text, icons, and subtle parts of the interface. It helps create a clear hierarchy of information without drawing too much attention away from the main elements. (Satzinger, Jackson and Burd, 2016)

White (#FFFFFF):

This colour is used for text elements, coupling with the background allows the text to stand out to the user. It makes the information on the screen easy to read as it presents as bold (Satzinger, Jackson and Burd, 2016) (Figma, 2023b)

Functional Requirements

User Register and Login

Users will be able to create an account and log in using a username and password. The app will verify the login details and securely store user credentials in a local database. A session management system will be implemented in order to keep users logged in until they choose to log out. (Satzinger, Jackson and Burd, 2016) (Android Developers, 2019)

Category Management

Users will be able to create their own categories for budgeting, such as "Food" or "Transport." Each category will have a name and may include additional details such as occurrence, amount and if saving or expense. The app will allow users to view, edit, and delete these categories, and all changes will be saved locally. (Satzinger, Jackson and Burd, 2016)

Transaction Recording

Users will be able to create an expense entry by entering the date, start time, end time, description, and selecting a category. Each transaction will also have the option to include a photograph (e.g. receipts), which will be stored in the local database. (Satzinger, Jackson and Burd, 2016) (Android Developers, 2019)

Budget Goals

Users will be able to set a minimum monthly spending goal and a maximum monthly spending limit. These goals help users track their spending habits and will be stored in the database. (Satzinger, Jackson and Burd, 2016)

Viewing Categories

The app will allow users to view a list of all expense entries within a chosen time period. Each entry in the list should display key information such as date, description, and category. If an expense has an attached photo, users must be able to view it from the list. (Satzinger, Jackson and Burd, 2016)

Reports

Users will be able to view the total amount spent in each category over a selected period. This is presented in a list and through charts and graphs, helping users understand their spending patterns. (Satzinger, Jackson and Burd, 2016)

Data Storage and Offline Capability

All the data such as user details, categories, transaction entries, photos, and budget goals will be stored in a local database such as RoomDB. The app will work offline therefore users can always track their budget. (Satzinger, Jackson and Burd, 2016)

Gamification and Additional Features

In order to make the app more engaging, there are features such as achievements or badges for meeting budget goals or staying under budget for several months, This will allow users to be more inclined to budget wisely creating competition and reward elements. The app can also display progress bars for each category, these will give explicit insight into users understanding where they stand in terms of their budget. The application will send push notifications or alerts when users are spending nears their set limits. (Satzinger, Jackson and Burd, 2016)

Non-Functional Requirements

Performance

The application will respond in a quick manner to make the application more user-friendly. This is in terms of when buttons are pressed the application must have a minimal delay. The progress reports must be updated in real time once the users enter their transactions. (Satzinger, Jackson and Burd, 2016)

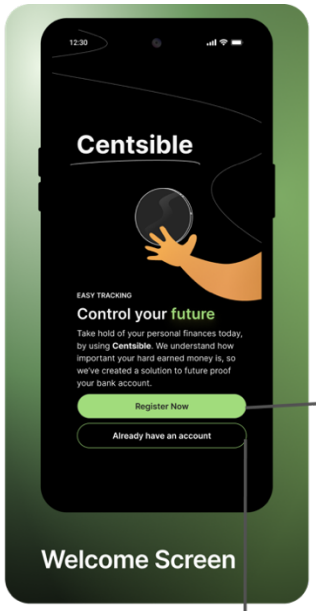
Security

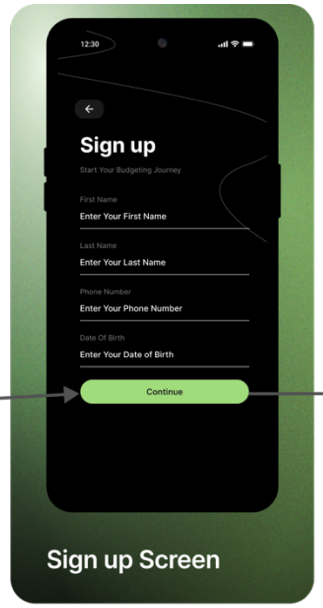
Due to this being a financial application the application must be secure and meet all regulatory measures. Users must feel safe entering there passwords and sensitive information. (Satzinger, Jackson and Burd, 2016)

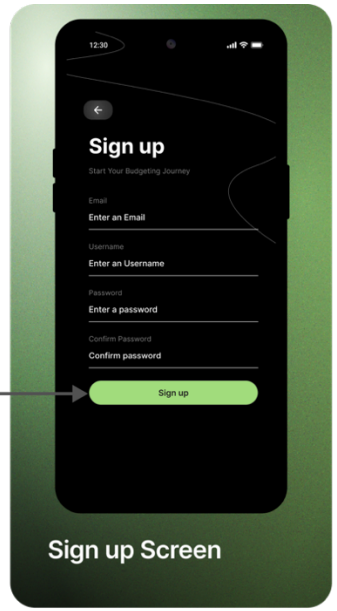
Prototype User Flows

Figma Link: https://www.figma.com/design/0r06LoQ3aJAZrsPjgWUwek/Centsible?node-id=0-1&t=1v6NlZobYx8dFdAl-1

This screen is the welcome or onboarding interface, It briefly explains the core value of the application. It displays two clear clickable buttons which is registering as a new user: "Register now" or signing in if they already have an account: "Already have an account".

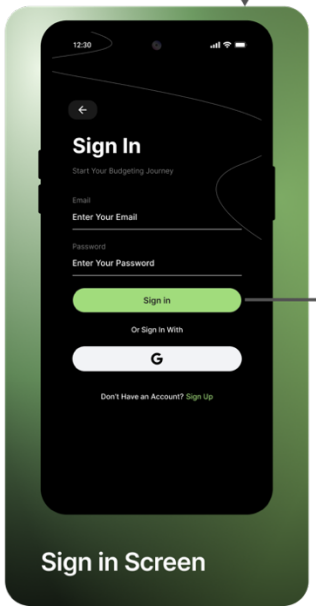


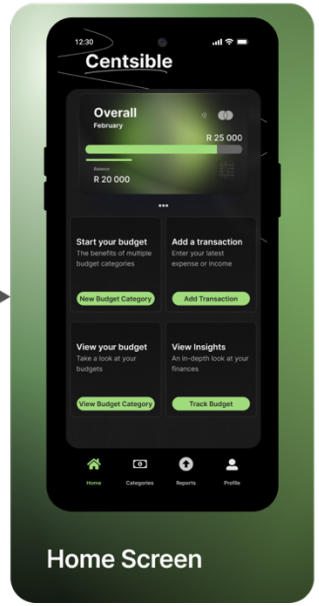




The sign-up process is split into two screens to keep things simple. The first screen collects basic personal details to set up the users profile . When clicking the "Continue" button user is directed to the second screen where they enter account information.

If a user already has registered an account they direct to the Sign in view. Users can enter their email and password, or use the Google sign-in option. It also includes a link for new users to register if they haven't already.





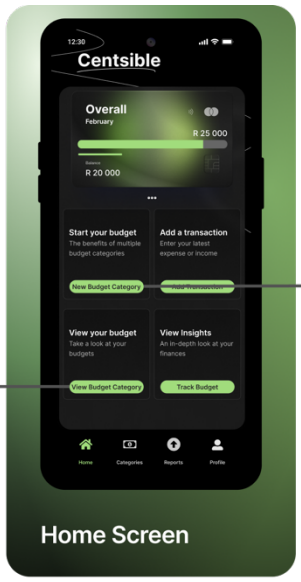
This screen is the main hub of the app. At the top, there's a card displaying the user's overall monthly budget. Users can swipe this card to see individual budget categories for more detail. Below, there are multiple cards that act as shortcuts to different parts of the app, such as starting a new budget category, adding a transaction, viewing the user's overall budget progress, or checking insights. Essentially, the Home View provides a quick way for users to access key features and stay on top of their finances.

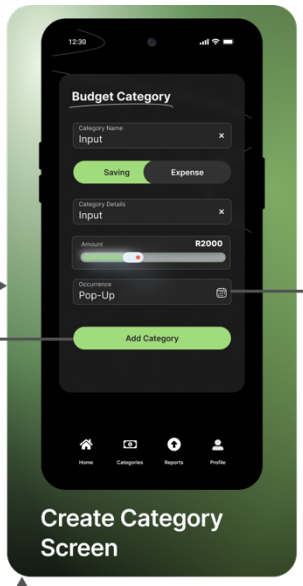
(Figma, 2023a)

(Figma: Izzy, 2025)

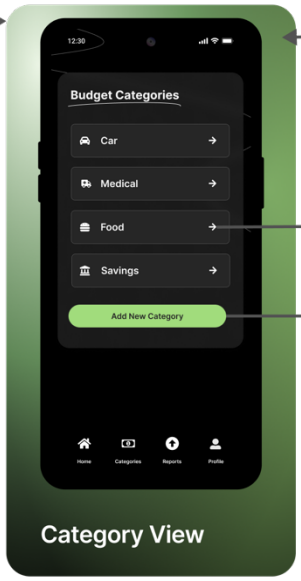
Prototype User Flows

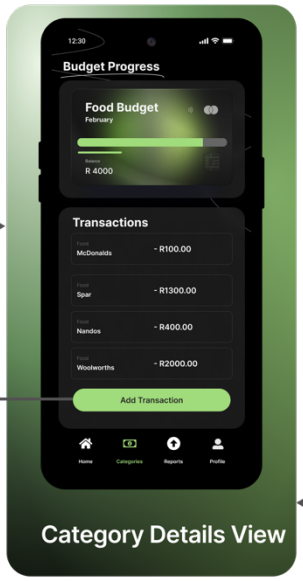
This screen lets users set up new budget categories by entering key details, including the category name, type (saving or expense), specific description, and a target amount this amount is set using a seek bar. There's also an occurrence setting, which can help track how often the category is used, displayed by a calendar popup . Once users tap "Add Category," their new budget category is saved.



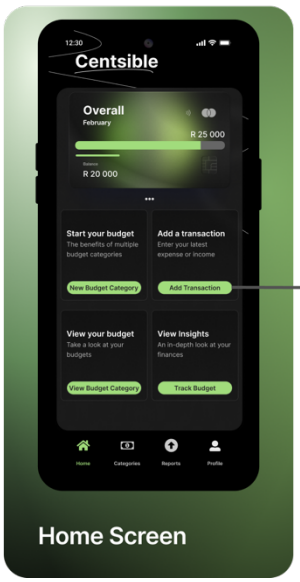


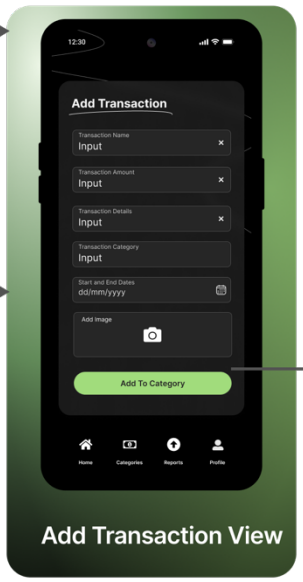
This screen displays all the budget categories that the user has created, each represented by an icon and a label (e.g., "Car," "Medical," "Food," "Savings"). Clicking the arrow takes the user to that specific category details. There's also an "Add New Category" button that lets users create additional categories.





This screen shows detailed information about a specific budget category. At the top, there is a summary card displaying the category's current monthly budget and its remaining balance. Below, you'll find a list of recent transactions tied to that category, including the names and amounts of each purchase or expense in a scrollable list. If users need to log a new expense, they can tap the "Add Transaction" button.





This screen allows users to add a new transaction by entering its name, amount, and any additional details. They can also assign the transaction to a specific category, set start and end dates with a date pop-up, and attach an image if needed. Once the user taps "Add To Category," the transaction is saved into the category's budget.

(Figma, 2023a)

(Figma: Izzy, 2025)

Prototype User Flows

This screen provides a overview of the user's financial status through visually appealing reports. A circular chart at the top highlights total spending or savings, broken down by category (e.g., Food, Car, Medical, etc.). Below, bar charts show a month-by-month overview of total budget vs. expenses, giving the user a clear picture of their financial trends and helping them make informed decisions about their spending habits.

This screen presents the user's personal profile and related settings. At the top, the user's avatar and name are displayed. Below that, there are quick-access options to edit profile details (e.g., changing a profile picture or updating personal information), set a monthly income, and establish financial goals. Additionally, a section labeled "Achievements" showcases milestones the user has reached (such as maintaining a budget for a certain number of months). Finally, the screen provides a "Log Out" button for ending the current session, ensuring secure access to the user's account.

When the user taps an option within the Profile screen (e.g., Edit Profile, Set Goals, or Achievements), a pop-up appears, allowing them to update or view specific information without leaving the main Profile screen. For instance, the Edit Profile pop-up lets them modify personal details like name, email, phone number, or profile picture. The Set Goals pop-up enables the user to define financial targets, such as monthly savings or spending limits. The Achievements pop-up showcases milestones (e.g., budgeting consistency) the user has earned. These pop-ups streamline the experience by keeping all profile-related actions in one place while minimizing screen navigation.

(Figma: Izzy, 2025)

(Figma, 2023a)

Project Plan

(venicedesigns, n.d.) (Gido, Clements and Baker, 2018)

Gantt Chart Overview

The Gantt chart created outlines the key milestones and timeline duration for each activity that is done, or to be done in this project for our budgeting application, Centsible. It helps visualize the project's task management, project schedule and task timeline. This is important to the team as it helps everyone see when each task starts and ends, making it easier to track progress and spot any delays. The tools involved include Canva and Microsoft Projects. Overall, the Gantt chart provides a clear outline for the project in order for us to move forward and track our progress. (Gido, Clements and Baker, 2018)

Indented List

This serves as a breakdown of all the specific task for the project with specific dates and the duration of these tasks as well as the users assigned to the specific tasks.

Task Mode	Task Name	Duration	Start	Finish
	Project Plan - E.P, A.R	5 days	Mon 2/24/25	Fri 2/28/25
	Research	**8 days**	**Fri 2/28/25**	**Tue 3/11/25**
	Spendee Research - Q.N	2 days	Fri 2/28/25	Mon 3/3/25
	GoodBudget Research - Q.N	4 days	Sat 3/1/25	Wed 3/5/25
	Vault22 Research - Q.N	4 days	Mon 3/3/25	Thu 3/6/25
	Infographic - A.R,E.P	4 days	Thu 3/6/25	Tue 3/11/25
	Best Features - J.G	2 days	Fri 3/7/25	Mon 3/10/25
	Planning and Design	**9 days?**	**Tue 3/4/25**	**Fri 3/14/25**
	Requirements	**3 days**	**Tue 3/4/25**	**Thu 3/6/25**
	Functional Requirements - J.G	2 days	Tue 3/4/25	Wed 3/5/25
	Non-Functional Requirements - J.G	2 days	Wed 3/5/25	Thu 3/6/25
	User Interface Design	**9 days**	**Tue 3/4/25**	**Fri 3/14/25**
	Screen Mock-Ups - J.G	6 days	Tue 3/4/25	Tue 3/11/25
	Navigation of Screens - J.G	2 days	Mon 3/10/25	Tue 3/11/25
	Descriptions - J.G	2 days	Tue 3/11/25	Wed 3/12/25
	Functionality Development	**21 days**	**Fri 3/14/25**	**Fri 4/11/25**
	Sign Up/In - E.P	4 days	Fri 3/14/25	Wed 3/19/25
	Categories - Q.N	6 days	Wed 3/19/25	Wed 3/26/25
	Transaction Recording - E.P	6 days	Tue 3/25/25	Tue 4/1/25
	Budget Goals - A.R	4 days	Wed 4/2/25	Mon 4/7/25
	Reports - E.P	8 days	Wed 3/26/25	Fri 4/4/25
	Achievements - A.R	5 days	Thu 4/3/25	Wed 4/9/25
	Database Implementation	**16 days**	**Fri 3/21/25**	**Fri 4/11/25**
	User Storage - A.R	7 days	Fri 3/21/25	Mon 3/31/25
	Categories - J.G	4 days	Tue 3/25/25	Fri 3/28/25
	Transactions - Q.N	5 days	Wed 3/26/25	Tue 4/1/25
	Photos - A.R	5 days	Wed 3/26/25	Tue 4/1/25
	Goals - Q.N	4 days	Wed 4/2/25	Mon 4/7/25
	Database Migration	**9 days**	**Mon 4/14/25**	**Thu 4/24/25**
	User Storage - J.G	3 days	Mon 4/14/25	Wed 4/16/25
	Categories - A.R	2 days	Mon 4/14/25	Tue 4/15/25
	Transactions - A.R	3 days	Tue 4/15/25	Thu 4/17/25
	Photos - Q.N	4 days	Fri 4/18/25	Wed 4/23/25
	Goals - Q.N	3 days	Tue 4/22/25	Thu 4/24/25
	Testing - J.G, Q.N, E.P, A.R	17 days	Mon 4/21/25	Tue 5/13/25
	Bug Fixing - E.P, A.R	10 days	Tue 5/13/25	Mon 5/26/25
	Deployment - J.G, Q.N, E.P, A.R	4 days	Mon 5/26/25	Thu 5/29/25

(Gido, Clements and Baker, 2018)

KEY:

A.R - Ayushkar Ramkisoon

J.G - Jose Goncalves

Q.N - Quellon Naicker

E.P - Ethan Pillay

Conclusion

The goal of Centsible is to provide an easy-to-use and effective budgeting app that helps people manage their money confidently. This design document explains the key features, user flow, and structure of the app, ensuring that it is simple, user-friendly, and meets the needs of its users. (Satzinger, Jackson and Burd, 2016) Using secure data storage, expense tracking, real-time spending insights, and budgeting tools, Centsible makes financial management easier for users to meet their budgeting needs. The design focuses on being clear, reliable, and easy to navigate, so users can stay in control of their money without hassle. This document serves as a guide for building and improving Centsible, helping shape future updates and improvements. With a strong design plan in place, we aim to deliver an advanced budgeting tool that makes financial planning stress-free. (Satzinger, Jackson and Burd, 2016)

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