Plutos

A budgeting tool designed to make an impact.

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Agenda

Motivation

Demo

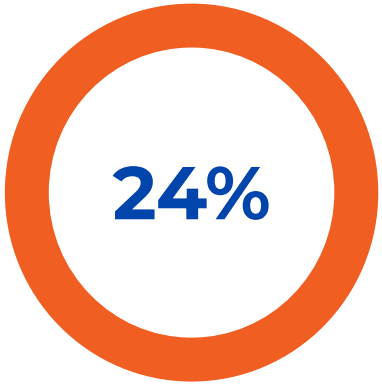
Design Decisions

Next Steps

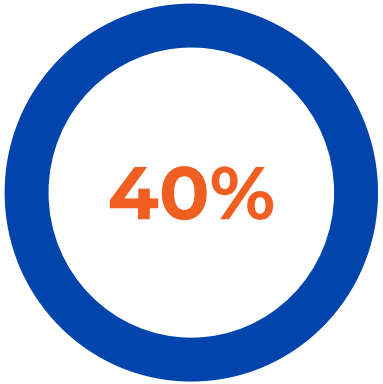
01 Motivation

The Problem: Budgeting is Inefficient & Frustrating

- Many budgeting apps still require manual data entry or calculations, resulting in a potential inefficient process.
- This inconvenience often leads users to poorly manage their budgeting or abandon it altogether, hindering their ability to optimize spending habits and achieve their financial goals.
- Without tracking small purchases, spending adds up quickly, leading to financial strain.

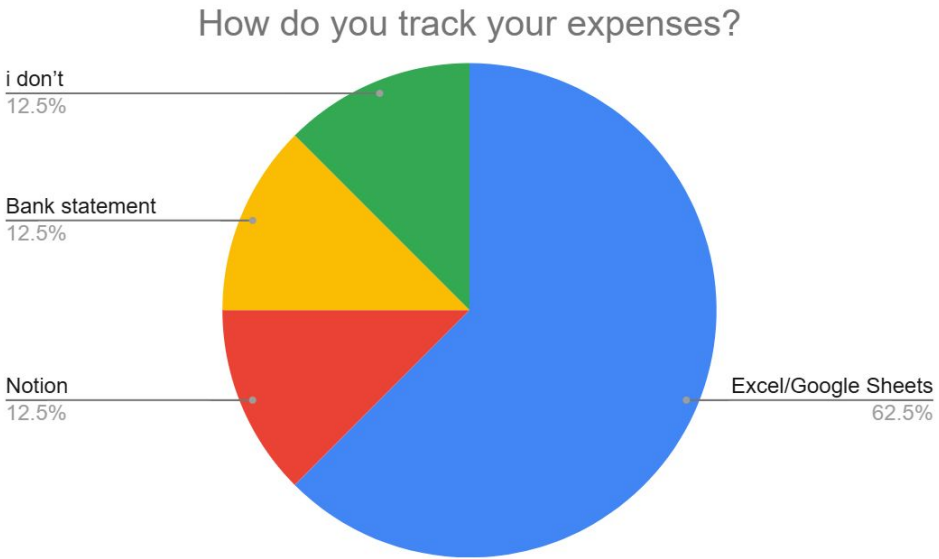


Only 24% of millennials possess basic financial literacy



Due to complexity, 40% of budgeting app users quit within 6 months

Requirements Elicitation



*"I currently use a budget template excel spreadsheet which has been pretty good so far but I still have to **manually input** my entries every time, which can be very **time consuming**"*

*"I usually try budgeting towards the start of the year but I get **overwhelmed** the more the term progresses"*

Main Objectives

01 Automate expense input and categorization

02 Visualize progress and trends

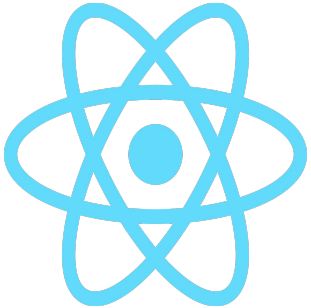
02 Demo

03 Design Decisions

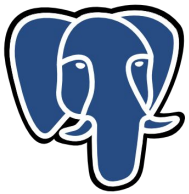
Why a Mobile App?

- Student-Centric Accessibility
- On-the-Go Convenience
- Familiarity with Mobile Apps
- Mobile-First Financial Management

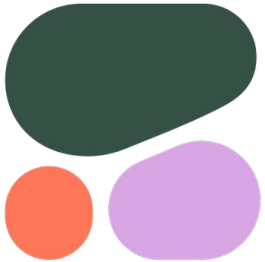
Tech Stack



Firebase



PostgreSQL



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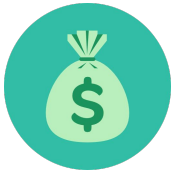

Low Cost

Robustness

Reliability

Installability

supabase

Maintainability

Reliability

Verifiability

Robustness

04 Conclusion

Summary & Next Steps

Main objectives:

- Automate expense input and categorization
- Visualize progress and trends

What's next?

- Usability testing
- Further refinement
- Deployment

Questions?