# Page / info ideas

Idea: A website that teaches you the basics of money (financial literacy)

1. **Budgeting** Understanding how to create a budget, track expenses, and save for future goals.
2. **Bank Accounts:** Basics of checking and savings accounts, how to manage them, and the importance of keeping track of your balance.
3. **Credit and Debt Management:** Understanding how credit works, the importance of maintaining good credit, and strategies for managing debt responsibly.
4. **Investing:** Basics of stocks, bonds, mutual funds, and other investment options, as well as the power of compound interest.
5. **Taxes:** Understanding the basics of income taxes, how to file a tax return, and the importance of paying taxes on time.
6. **Insurance:** Different types of insurance (health, auto, home, life) and why they are important.
7. **Borrowing**
8. **Saving & spending**

**Pages(not final):**

Home, money basics , Resources, Summary

Websites for design inspo: Dribble, bestwebsite gallery

Useful References for design:

<https://dribbble.com/tags/education-website>

<https://dribbble.com/shots/20578747-Website-Web-Design-for-Educational-Platform>

<https://www.humankind.art/?ref=bestwebsite.gallery>

Animation:

<https://dribbble.com/shots/24825826-Qure-website-interaction>

Colour scheme:

<https://dribbble.com/shots/25394559-Puzzle-Fintech-Website-Design>

<https://dribbble.com/shots/25006837-Luxury-Yacht-Rental-Landing-Page>

Font - icon:

<https://ko-fi.com/features?ref=bestwebsite.gallery>

# Timeline idea

### Day 1-5: Planning

- Define project idea & objectives / brainstorming phase

- Create a project plan and timeline

- Identify target audience and key features

### Day 6-10: Researching

- Conduct market research

- Gather content and resources for the website

- Identify best practices for an effective product by analysing other successful websites as inspiration

### Day 11-20: Designing

- Create wireframes and mockups for the website

- Design the user interface (UI) and user experience (UX) on figma

-design responsive UI of website

- Review and finalize the design

### Day 21-30: Coding

- Set up the development environment

- Code the front-end (HTML, CSS, JavaScript)

- Develop the back-end (server, database)

- Integrate interactive tools and features

### Day 31-35: Testing

- Perform usability testing and gather feedback

- Fix any bugs and improve performance

- Ensure website accessibility and responsiveness

### Day 36-40: Launch Preparation

- Finalize content and resources

- Set up hosting and domain

- Launch the website and monitor initial user feedback