EECS 3461 Assignment 2

Due: November 17, 2023

Adil Guluzade - 218636316 Bayram Furkan Bayar - 218289710 Tasnim Kassia - 216941080 Jason Nguyen - 218008987

Description of the Problem:

The issue that our project seeks to address is the financial mismanagement among university students because of the inability to budget effectively, track expenses, or plan for future financial needs. This can lead to a range of problems, from the accumulation of debt to the inability to afford basic necessities like food and transportation, which in turn can impact mental health and academic performance. The factors contributing to this issue are multifaceted: the high cost of education, the complex nature of student loans, the rising cost of living, and, quite importantly, the lack of practical financial education. Many students are managing finances independently for the first time, without the necessary tools or knowledge to do so effectively.

Description of the Solution:

Moodboard

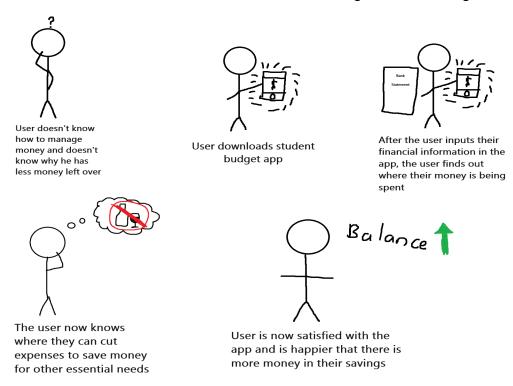
Drawing inspiration from our mood board, the solution we propose to the prevalent issue of financial mismanagement among university students is the YU Budget App. This tool is designed as a user-friendly digital application that serves as a one-stop resource for students to manage their finances effectively.



The YU Budget App encapsulates the essence of our mood board by providing a tangible, practical solution to the financial challenges depicted. It's not just an app; it's a financial companion that grows with the student, fostering a culture of informed financial decision-making that extends beyond their university years.

Lo-fi Prototype

The lo-fi prototype shows the functionality of the YU Budget App, demonstrating how it serves as a solution to students' financial management challenges.



Initial Confusion: The first panel shows a user confused about how to manage their money, not understanding why they're running out of funds. This represents the problem many students face: a lack of clarity and control over their finances.

App Discovery and Download: Next, the user finds and downloads the YU Budget App. This step is crucial as it represents the user taking the initiative to seek help and find a tool that can assist with their financial management needs.

Information Input and Analysis: The third panel depicts the user inputting their financial information into the app. This is where the YU Budget App starts to provide value by allowing users to input their financial details to get a clear overview of where their money is going.

Expense Optimization: In the fourth panel, the user realises where they can cut expenses. The app provides insights into spending patterns and suggests areas where they can save money, automating this analysis to highlight potential savings.

Increased Savings and Satisfaction: The final panel shows an upward arrow labelled "Balance," symbolising increased savings, and a satisfied user. This indicates that the user has successfully managed their budget, resulting in more money saved and a happier state due to the financial stability and control gained.

Wireframe

The wireframe document outlines the structure and flow of the YU Budget app.



Login Screen: Users are greeted with a simple login interface featuring the app's logo, a field for entering a username, and a password. There are also options to sign up for a new account or recover a forgotten password.

Welcome/Overview Screen: Upon successful login, users land on a welcoming overview screen. Here, a colourful pie chart provides a visual representation of the user's spending across various categories. Below the chart, there's a concise financial summary displaying total spend and remaining balance. There are also quick action buttons to add expenses and edit the portfolio.

Detailed Expense List: Tapping on a category within the pie chart takes the user to a detailed list of expenses under that category. This screen itemises individual expenses with their respective costs and displays a total for the category. It serves as a granular view of where the user's money is going within a particular segment of their budget.

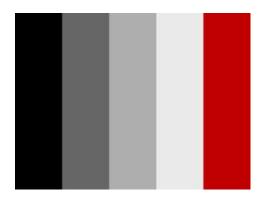
Add Expense Screen: From the Overview screen, users can navigate to the Add Expense screen to input a new expense. This screen includes fields for the expense name, category selection, and value. Once the details are filled in, the user can add the expense to their budget with a simple tap.

Settings Screen: Accessible from the main navigation, the Settings screen allows users to link their bank for automatic transaction importing, edit their profile, or log out of the app. This centralises personalization and app configuration in one convenient location.

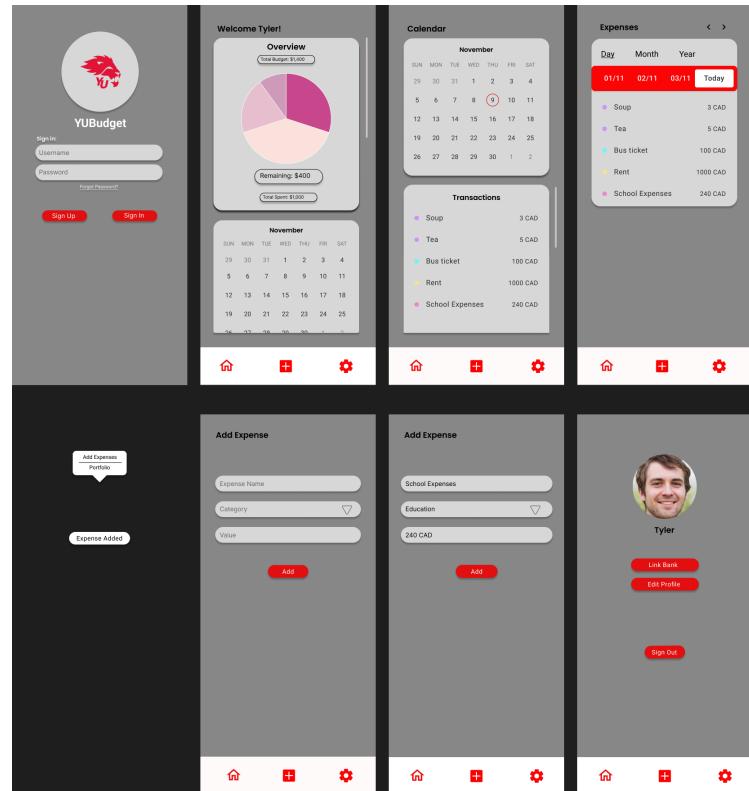
Calendar Functionality: The app includes a Calendar feature, which could be used to track bill due dates, set payment reminders, or adjust the budget throughout the month. Users can add new events or adjust existing ones, likely integrating with the financial data within the app for comprehensive financial planning.

Overall, the YU Budget app wireframe presents a user-centric design focused on simplicity and ease of use. The app's functionality, as suggested by the wireframe, appears to be intuitive, allowing for quick navigation between viewing expenses, adding new ones, and managing settings. The clear visual breakdown of expenses empowers users to make informed financial decisions, and the inclusion of a calendar adds an extra layer of planning and organisation to their financial management.

<u>Interactive</u> <u>Prototype</u>



Colour palette



Based on the Figma prototype, the YU Budget app is a well-organised and visually intuitive tool for managing personal finances, especially tailored for students. Here's a detailed description of the app as presented in the prototype:

Login Screen: The app opens to a clean and straightforward login screen with the YU Budget logo prominently displayed. Users have the option to enter their username and password or navigate to sign up for a new account.

Overview Screen: Once logged in, the user is welcomed by name and presented with a pie chart showing their spending distribution across various categories. The remaining budget is clearly indicated, offering a quick snapshot of the user's financial status at a glance.

Calendar View: The calendar view provides a monthly outlook with marked dates for transactions, enabling users to track when and where they're spending their money. Below the calendar is a transaction list, giving users a chronological view of their expenses such as "Shop", "Tea", "Bus Ticket", "Rent", and "School Expenses."

Expenses Tab: A dedicated expenses tab categorises spending by due date, month, and year, with a focus on the current day's spending. This helps users quickly access and review their expenses over different time frames.

Add Expense Function: The process of adding a new expense is streamlined and user-friendly. Users can enter the expense name, select a category from a dropdown menu, and input the amount before adding it to their budget.

User Profile: There is a user profile section, where the logged-in user, Tyler, can link a bank account for automatic transaction tracking, view their profile, or sign off from the app.

Throughout, the app maintains a consistent colour scheme and iconography, with navigation tabs at the bottom for "Home", "Add Expense", "Expenses", and "Settings", making it easy to move between different functionalities. It combines simplicity with comprehensive financial management tools, aiming to reduce the complexity of budgeting into a manageable and engaging task for students. The emphasis on visual cues like pie charts and calendars suggests that the app is designed to make financial information easily digestible and actionable.

Links:

Youtube Video: https://www.youtube.com/watch?v=exTWmGEIpT8

Wireframe (LucidChart):

https://lucid.app/lucidspark/e0c007d0-9923-469a-9505-96b003bdd940/edit?viewport_loc=1574%2C-940%2C6289%2C3 023%2C0 0&invitationId=inv 3f687315-6842-46e1-80da-d6cc819c9e1e

Interactive Design (Figma): https://www.figma.com/file/QovCnqPVG6laqL7YHL1Kfj/Assignment-2

Interactive Prototype Design (Figma Presentation): https://www.figma.com/proto/QovCnqPVG6laqL7YHL1Kfj/Assignment-2