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DD
DESIGN DOCUMENT

SubscribeME – a subscription manager app

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Contents

1	Introduction	2
1.1	Purpose	2
1.2	Scope	2
1.3	Document Structure	2
2	Application Features	3
3	User Characteristics	4
3.1	Use case Diagram	4
3.2	Scenarios	5
3.2.1	Reminder of the payment for a subscription	5
3.2.2	Keeping track of the subscriptions	5
3.2.3	Monitoring the Statistics	5
3.2.4	Share a subscription	5
4	Design Overview	6
4.1	Architectural Design Overview	6
4.2	Client Application	6
4.2.1	Application Pages	7
4.2.2	Component Diagrams	8
4.2.3	Runtime View	8
4.3	Firebase	8
4.4	Cloud Functions	8
4.5	Firestore database	9
4.6	Redux Toolkit	9
5	User Interface Design	10
5.1	Screenshots	10
5.1.1	Smartphone Application	10
5.1.2	Tablet Application	10
6	Implementation, Integration and Test Plan	11
6.1	Implementation Order	11
6.2	Integration and Test Plan	11
7	Future Development	12
8	References	12

SubscribeME Design Document

1 Introduction

1.1 Purpose

The purpose of this Design Document is to provide a guide and a walk-through of the application *SubscribeME*, in order to explain the design choices we made and to show the logic behind its architecture.

1.2 Scope

SubscribeME is a mobile application that keeps track of all the memberships that the user activated. The users should be aware of how much money they are spending and in which subscriptions, and be reminded of each renewal date.

In this way, the users are always in control of their finances, without forgetting where their money is going, when the payment is due and whether the specific subscription is worth keeping.

1.3 Document Structure

The document is structured in eight sections:

1. **Introduction:** is an overview of the purpose of the Design Document and of the problem analyzed.
2. **Application Features:** presents the application features and the basic functioning of the application.
3. **User Characteristics:** explains the user characteristics and use cases adopted when the app was realized. It gives an overview of the target population that was considered during the design phase.
4. **Design Overview:** the system architecture is presented. Diagrams and graphs are used to help the reader visualize and understand the underlying structure and to see how the different components are linked to each other and work together. The implementation of the server-client architecture is explained.
5. **User Interface Design:** User Interface choices and designs, along with screenshots of the final implementation of the app.
6. **Implementation, Integration and Test Plan:** testing of the components and the results and statistics of these tests are presented analytically.
7. **Future Development:** the next steps of this project occupy the last part of the document, Section , giving a few inputs on possible future works that can be implemented.
8. **References:** includes the tools and the references used to define the document.

2 Application Features

There are five main features in the *SubscribeME* app:

- the **Login/Signup** function: the users need to signup and login to be able to use the application. There is a persistent layer for each user and all the information is saved in the Data Base.
- the **Home page**: a sum-up is provided, with the amount of money that the user is spending at that moment on subscriptions. There is also the reminder to pay for the memberships with the closest deadline.
- the **Subscriptions List**: the user should be able to add, modify and delete their subscriptions on the app. In order to add a membership, the user must provide the following details:
 - the name of the membership,
 - the date when they subscribed to the plan,
 - how often does the subscription activates,
 - the amount of money due,
 - which card is being currently used to pay for it,
 - whether the payment is automatic or not,
 - if they are sharing the subscription with any friends.

In this last case, the user knows they owe money to a friend, even if the subscription may not be in their name. In particular, if the user is not the ‘owner’ of the subscription, they cannot edit it, but only withdrawing from the offer.

- the **Statistics page**: offers them the opportunity of analyzing first hand their expenses, seeing how many subscriptions per category (Music, Movies & TV, Shopping, Tech or Other) they activated and how much money they spend on each of them.
- the **Profile section**: it contains the Friends list and the feature to add new friends. Also there are some settings.

3 User Characteristics

The target population is anyone who has multiple subscriptions active at the same time, who wants some help in keeping track of the costs and of the deadlines. Most importantly, it is useful for people who tend to activate memberships and then forget about them, so that they do not waste any money in unused perks.

3.1 Use case Diagram

Figure 1 shows the use case diagram from the point of view of the typical user. Every action can be performed only upon registration and, the following times, upon login. The available features involve handling the subscriptions, visualize the statistics and future deadlines and to manage friends.

Going into further detail, a subscription must be added in order to be able to modify it, delete it and to see the related statistics and future deadlines. Concerning the management of friends, they can be added providing the friend's registration e-mail. The second user can then accept the request or deny it; once accepted, the friend can also be removed.

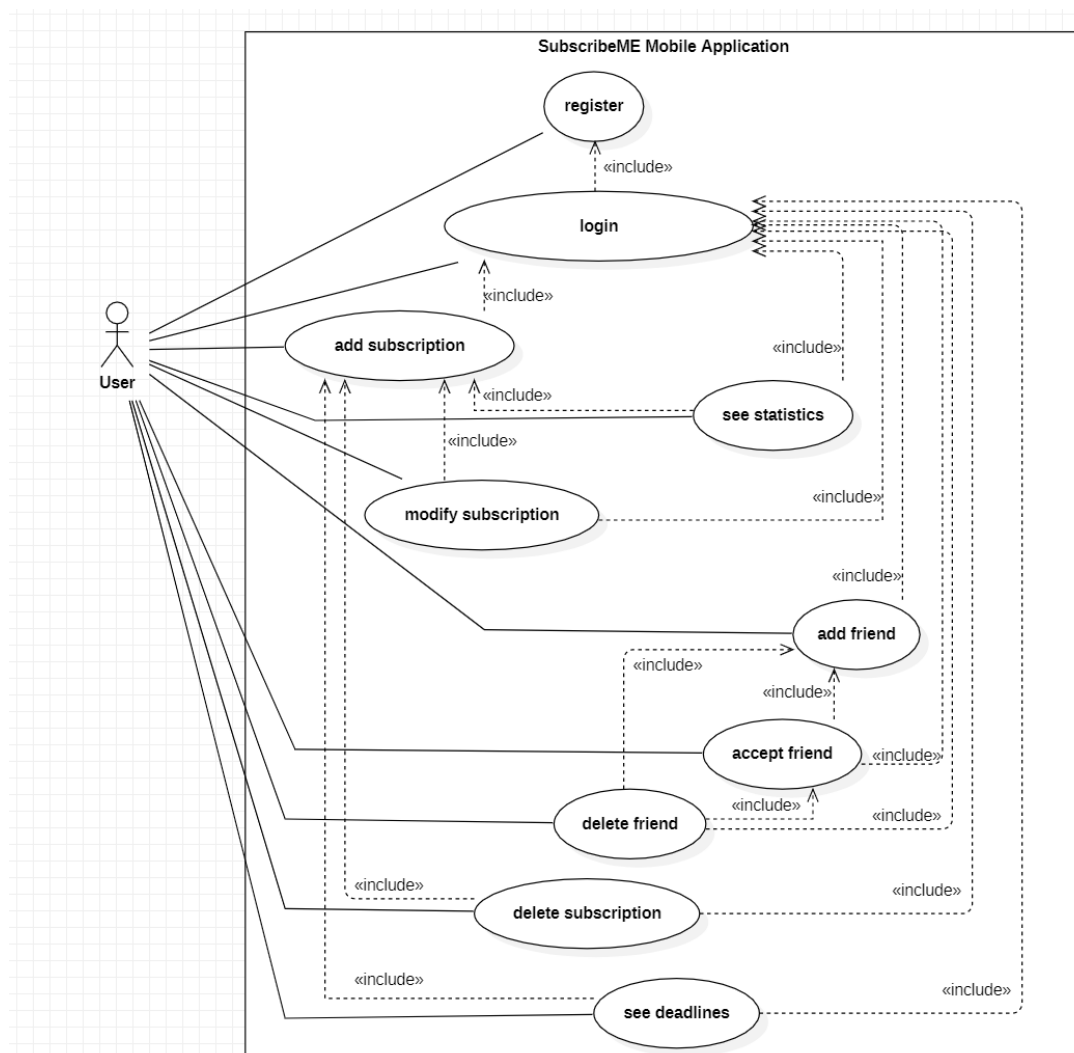


Figure 1: Use Case diagram

3.2 Scenarios

3.2.1 Reminder of the payment for a subscription

Arya activated a monthly Apple plan, as an additional warranty for her devices. She wants to be sure to be covered, because these devices are fundamental for her job. She is also very busy and she can get distracted, so she uploaded the information about this subscription on *SubscribeME* and then totally forgot. Luckily, at the time of the renewal of the offer, she sees on the app that she needs to pay for the plan.

3.2.2 Keeping track of the subscriptions

John loves subscribing for every free-trial he puts his eyes on. He cannot miss any opportunities. He often registers with all of his personal and card information. He receives a notification from the bank, his account is empty: he check the billing transcript and he realizes that he had forgotten to unsubscribe from the trials and he has been paying for months for offers he did not even use. He now wants to keep track of every subscription he activates, so he downloads *SubscribeME* to help him monitor his memberships and finances.

3.2.3 Monitoring the Statistics

Mary is a university student and is on a budget, since she does not have a job yet. With the recent price increases and inflation, she cannot afford to waste any money. That is why she decides to use *SubscribeME*: she adds all of her subscriptions, she goes to the ‘Statistics’ page and she realizes that she is definitely spending much more than she was aware of. The majority of her subscriptions are for ‘Movies & TV’: she does not need all of them.

3.2.4 Share a subscription

Amber and Luc are twins and they want to activate the Spotify family plan, to split the money of the subscription. However, Amber does not trust Luc to be honest with her about the price and to keep his end of the deal, so they both use *SubscribeME* in order to keep track of the deadlines and the money that they are spending. Both see the information about the plan and can monitor it.

4 Design Overview

4.1 Architectural Design Overview

The *SubscribeMe* application is based on the client-server paradigm. The user connects via the mobile app (the client) to the services provided in the server, such as the application logic (backend) and the database. Overall, the implementation structure can be described as a Model-View-Controller pattern. On one hand, the client contains the View and some input verification (part of the Controller); the server, on the other hand, has additional checks (the rest of the Controller) and the whole application Model.

The platform employed to implement the server architecture is Google Firebase, an out-of-the-box solution to manage the backend, as well as all the authentication functions and the data storage (Firestore).

In order to keep an updated and coherent state of the whole application, the Redux Toolkit library has been used. The Toolkit version is the latest release of the Redux code and it is meant to simplify and shorten the Redux configuration and code.

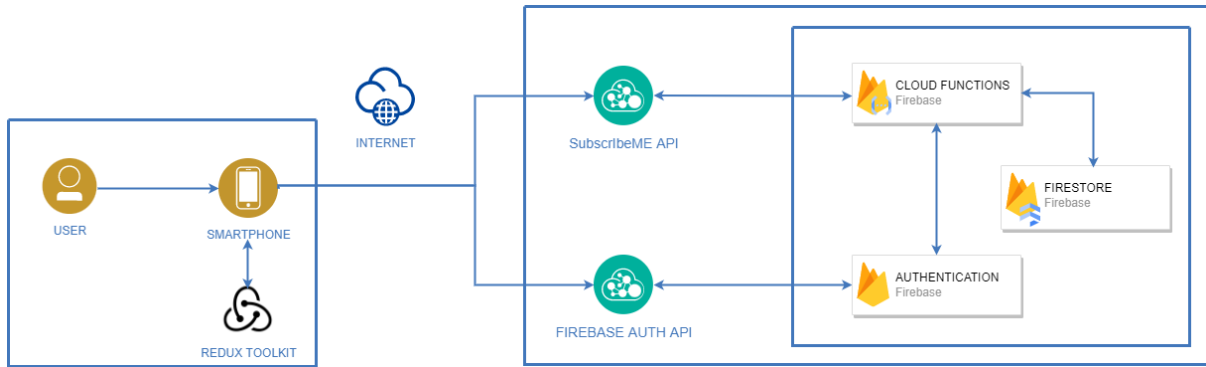


Figure 2: High Level Architecture Diagram

In Figure 2, it is possible to better understand the structure of the entire application. The application on the user’s device interacts directly with Redux Toolkit and, through internet, with the application own APIs and the Firebase Authentication API. The former has access to the Cloud Functions stored in Firebase, while the latter uses the Authentication Functions from the Firebase own authentication provider. The Cloud Functions need access to the data stored in the Firestore database.

4.2 Client Application

The technology used to implement the application is React Native. This allowed a faster, cleaner and, most of all, single code base that can at the same time render an iOS and an Android app. The framework uses JavaScript as underlying programming language.

The client side contains mainly the View of the MVC pattern. Its structure is presented in Figure 3 and in is divided in two main branches, in order to keep every domain separated from the others and allow the user to better navigate from one section to the other, both logically and physically in the frontend implementation.

In particular, the ‘main application’, as stated in Figure 3, is implemented as a bottom tabular navigation, for a fast switch from page to page. The other links are stack navigation links, one for each domain, so that the history of one stack does not influence or negatively impacts the other stacks.

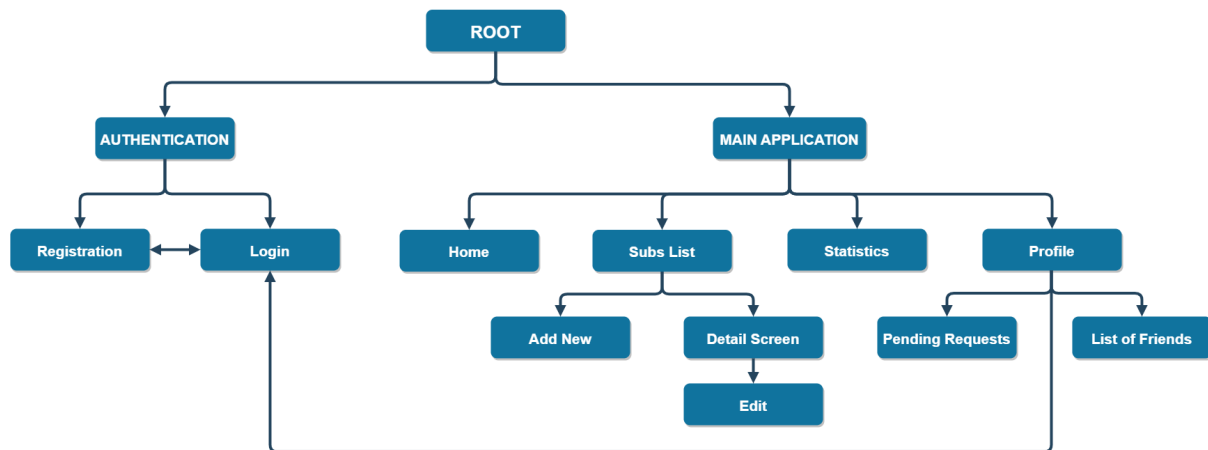


Figure 3: Application Navigation Tree: the structure of all the pages the user can navigate to.

4.2.1 Application Pages

HOME PAGE

The Home Page's function is to summarize the useful data that the user can later analyze more in detail in other sections. Specifically, there is a greeting message and two boxes that display:

- the financial information: how much money the user is spending a year/a month and how many subscriptions they subscribed to;
- the payment reminders: which are the next two subscriptions that need to be renewed and payed and in how many days.

SUBSCRIPTION LIST PAGE

The Subscription List Page shows two separate lists of plans:

- 'My Subscriptions': are all of the offers that the users activated on their own behalf and, optionally, for other friends. They are the owners of the subscription and the only ones who can edit it.
- 'Shared with me': vice versa, these are the plans that a friend activated and shared with the user. In this case, the only possible action is to delete the plan and to rescind the offer.

Clicking on the subscription item opens a Detail Page, where the user can review all the information about the membership. There is the possibility to remove it and possibly edit it (if the user is the owner).

At the bottom of the Subscription List Page there is a button 'Add New'. This is for inserting in the database a new membership, and the form requires many fields to fill in all the data that can be useful to the user.

STATISTICS PAGE

The Statistics Page renders some graphs, in order to visualize the aggregated data about the memberships. The plans can be flagged with only one of the following categories:

- Movies & TV,
- Shopping,

- Music,
- Tech,
- Other.

There are two main graphs:

1. ‘Your Category Shares’: it is a pie chart to show the percentage of plans active in each category.
2. ‘Money spent a month for each category’: the sum of the money spent in each category thanks to an approximation computed on a monthly basis.

PROFILE PAGE

The Profile Page provides some settings, both in friends and profile management:

- ‘Manage Friends’:
 - ‘Add a friend’: provides the basic instructions to add a friend (by inserting the friend’s e-mail)
 - ‘Pending Requests’: allows the navigation to a new page, that shows all the requests not yet accepted nor rejected, both in the Inbox and Sent.
 - ‘List of Friends’: shows in a new screen the list of friends and allows the user to delete them.
- ‘Profile Settings’: editable account information
 - ‘Name’: the account name, used for friends to easily recognize each other (non-unique information);
 - ‘E-mail’: unique identifier, can be changed upon insertion of the profile password;
 - ‘Password’: profile password necessary for the login, can be changed upon correct insertion of the old one.

A ‘Logout’ button brings the user back to the authentication page.

4.2.2 Component Diagrams

4.2.3 Runtime View

4.3 Firebase

gestire automaticam auth: manages registration e invio mail recupero, verifica mail

easy to one endpoint (interface)

verifica input messa da noi client oltre che firebase auth (mail e pwd)

quando ti registri hai anche nome in authentication utilizzato per amici (riconoscerli facilmente) no username (no univoco), uid per user e’ mail

4.4 Cloud Functions

cloud functions = node.js backend logic ci sono librerie di firebase che ti permettono di accedere a firestore db dalle cloud functions https requests, firebase verifica che siano davvero generate da application controllano che chi chiama funz abbia permessi necessari solo owner puo modificare subs possibile implementare trigger per db per mantenere stato consistente messaggi di errore specifici come risposte utili per debug e per visualizzazione frontend

4.5 Firestore database

collection of documents dati sono semplici non complessa struttura, this solution allows for a more agile solution

Firestore db settato per essere inaccessibile da esterno solo admin può effettuare modifiche
- protezione db da richieste esterne tutte funz di manipolazione dati salvataggio e data retrieval tramite cloud functions

4.6 Redux Toolkit

Redux toolkit latest version of Redux managed workflow (vedi sito) Redux has state aggiornato ogni cambio pagina in background, così user experience ottimale centralizzata, permette di avere stato coerente in varie schermate di applicazione

5 User Interface Design

5.1 Screenshots

5.1.1 Smartphone Application

5.1.2 Tablet Application

6 Implementation, Integration and Test Plan

6.1 Implementation Order

6.2 Integration and Test Plan

7 Future Development

Some possible improvements and further implementations could be:

- notifications?
- automatic recognition of subscriptions
- payment system integrated
- chat between friends

8 References

The tools that we used are:

- L^AT_EX for the document editing;
- diagrams
- libraries