Group: Budgie (Financial Recommendation)

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| **FR1.** Splash screen | | |
| Goal: FR1 opens the app and the user will be greeted with our logo. | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Finance beginners | | |
| Description: When a user starts up the app, they will see a splash screen which contains our logo. This splash screen will be displayed while the app components are loading. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 3 |

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| **FR2.** Log expense button | | |
| Goal: FR2 allows users to create an expense and add it to the log | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Finance beginners | | |
| Description: In the budget breakdown, users will be able to click this button in order to log a new expense. They will give this expense a dollar amount and a name. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **FR3.** Show total budget status | | |
| Goal: FR3 will allow the user to see the status of all budgets in total | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: On the homepage users will see a circular progress bar that shows the total amount of all budgets and the amount spent from those budgets. The progress bar starts full and decreases with each transaction entered. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR4.** Show individual budget status | | |
| Goal: FR4 will allow users to see each individual budget on the home screen | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: On the homepage, users will see a horizontal progress bar of each individual budget they’ve created. Similarly, this progress bar will start at full and decrease as the user enters transactions that take from each specific budget. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR5.** Change budget progress bar color as budget decreases | | |
| Goal: FR5 keeps the user alert of their budget as it decreases via the colorful visual cue | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: All progress bars will start as a green colored bar. When the budget reaches 2/3 of the original amount, the color changes to yellow. When the budget reaches 1/3 of the original amount, the progress bar becomes red. This visual cue will keep users alert of their expenses. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR6.** Track expenses | | |
| Goal: FR6 will allow users to choose a budget and enter the dollar amount spent, this will be added to the overall budget log | | |
| Stakeholders: Front end developer, Back end developer | | |
| Description: There will be a button in the individual budgets that users can click to track transactions. There will be a list of the available budget that the user will choose from. The user can then enter a dollar amount. This dollar amount will then be subtracted from the budget that the user chose. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **FR7.** View previous transactions | | |
| Goal: FR7 Allows the user to look at their spending habits and learn how much they spend on certain things. | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: When selecting an individual budget, the user will be taken to a new page, showing the budget at the top. The previous transactions are then listed below the budget. The user will be able to scroll down the page to view further previous transactions | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **FR8.** Navigation bar | | |
| Goal: FR8 is a simple bar for the user to switch between pages of the app | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: A static bar at the bottom of the screen with buttons to move to the homepage, the settings page, or the financial tips page. This bar will also highlight the page the user is currently viewing. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR9.** Home page layout | | |
| Goal: FR9 displays overall expenses and breakdown of categories. Also includes a button to add a new budget | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: The home view will show 3 different layouts. The top will show the total of what is left on the budget. The circle will shrink as more purchases are made. As the budget gets closer to 0 the circle will change colors from green to yellow to red. The breakdown section will be separated by categories. The “Add new budget” button sends the user to a new page to create a new budget. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR10.** Expanded Breakdown List | | |
| Goal: FR10 breaks down specific budget categories | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: Selecting one of the breakdowns on the homepage will bring the user to another page that expands into a detailed list with every budget-specific purchase. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **FR11.** Expanded view of tips and tricks | | |
| Goal: FR11 gives an overview of the articles in the tips and tricks section | | |
| Stakeholders: Secondary and University Students, Finance Beginners, Front end developer, Back end developer | | |
| Description: Selecting the tips and tricks section will provide the titles to articles with a brief description of each one. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 3 |

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| **FR12.** Articles layout | | |
| Goal: FR12 shows the article in a easy to understand manner | | |
| Stakeholders: Secondary and University Students, Finance Beginners, Front end developer, Back end developer | | |
| Description: When selected, the articles will be displayed on the screen for the user to read through to learn about budgeting. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **FR13.** Add budget view (name, cost) | | |
| Goal: FR13 allows the user to create budget categories | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: After selecting the “Add budget view” button, a page that allows the user to add a new budget will pop up. This page will let the user name a new budget category, along with a setting to set the budget value. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **FR14.** Settings Page | | |
| Goal: FR14 lists the settings for the application | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: This page will be located on the right-most side of the navigation bar. The user will be able to change parts of the application to their desire. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 3 |

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| **FR15.** Log history | | |
| Goal: FR15 displays expenses based on chronological order (newest first, oldest last) | | |
| Stakeholders: Front end developers, Back end developers, Database admin | | |
| Description: In the expanded budget view, the expenses will be logged based on the time they were recorded. The most recent expense for a certain category will be the first item displayed, while the oldest expense will be the last item in the list. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **NFR1.** Dependability | | |
| Goal: NFR2 makes sure the math is accurate for budget calculations | | |
| Stakeholders: Secondary and Post-Secondary Students, Finance beginners | | |
| Description: When the user enters the payment amount, the backend will need to be able to accurately calculate the right amounts to be displayed. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **NFR2.** Security | | |
| Goal: NFR2 ensures that the user, and only the user, will be able to log into the app and see their budget | | |
| Stakeholders: Secondary and Post-Secondary Users, Back end developer, Database admin | | |
| Description: When the user logs into the application, the user should be able to expect their budget and payments to show up in the application. Data pulled from the database should only reference the currently logged in user | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 2 |

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| **NFR3.** Responsive Design | | |
| Goal: The system should be accessible to both the iOS and Android users. | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: The app will be created using Flutter, and it should be compatible with users that use both the iOS or Android operating systems. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **NFR4.** Scalability | | |
| Goal: NFR4 makes sure the user is able to make multiple budget categories | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: The user can add as many expenses into the budget as they want, they will reset every month. The budgets will have a hard limit to not allow an infinite amount of budgets to be created. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |

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| **NFR5.** Performance | | |
| Goal: NFR5 will ensure that the application will load within a satisfactory time for the users | | |
| Stakeholders: Secondary & University Students, Parents of children, Designers, Front end developer, Back end developer, Database admin, Finance beginners | | |
| Description: The application won’t be bloated with performance heavy animations, only containing a basic UI. When the user interacts with various elements, like the main circle, it only animates when there is an update to the budget. Additionally, data from the data will not be accessed constantly. | | |
| Origin: Team meeting on 1/31 | | |
| Version: 1.0 | Date: 01/31/2023 | Priority: 1 |