

Budget Bunny

Project Specifications Document

Revision History

Revision	Date	Author(s)	Description
0.1	04/10/2016	Kiefer Yap	Created the document

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1 Support Specifications

This document is empty at first, but will grow as project features are implemented. Screenshots and specific use cases will be specified during the implementation phase. The localization word list is located in the project's database dump, in the */BudgetBunny/Scripts/output/budget_bunny.sql* file.

1.1 Hardware

iOS Devices: iPhone and iPad

Device Capabilities: None

1.2 Software

iOS Version: iOS 8.1 to 9.3

Device Orientations: Landscape, Portrait, Landscape (Inverted)

Language Support: English, Japanese, Chinese

1.3 Development Environment

XCode Version: XCode 7.3

2 Use Case Diagram

3 Database Schema

4 Application Screens and Use Cases

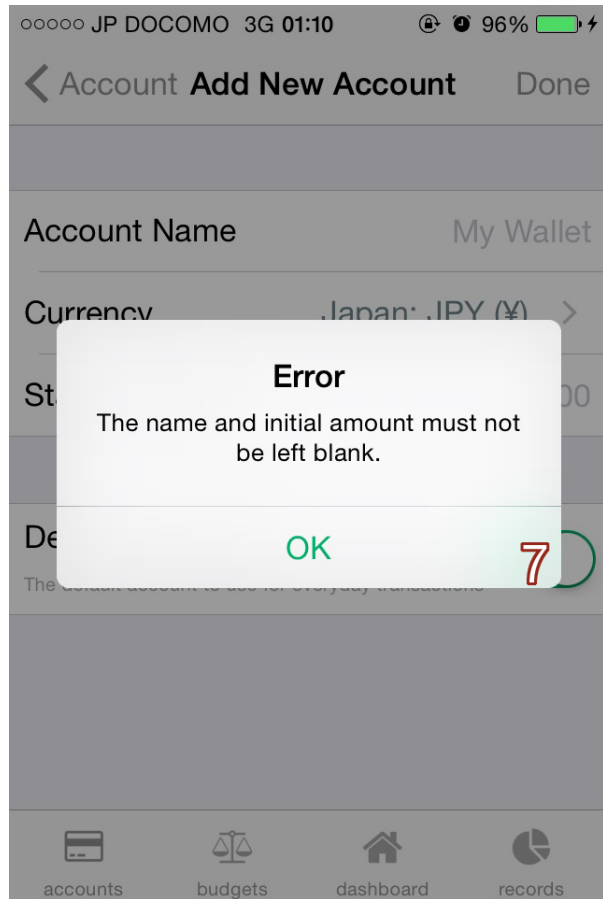
4.1 Adding a New Account

The Add New Account screen enables users to add a new account by specifying the account's name, currency used and starting balance. The user can also specify whether or not to use this account as the default account to use for everyday transactions.

4.1.1 Application Screenshots



(a) Add New Account Screen



(b) Error Scenario

Figure 1: Add New Account Screenshots

Screen Component	Type	Description
1. Screen Title	Label Title	Localization Key: MENULABEL_ADD_ACCOUNT
2. Done Button	Button	<p>When tapped, the app checks on whether or not both the Account Name and the Initial Amount have been filled.</p> <p>If both textfields have been filled, then all fields (that is: account name, currency, initial amount, is default) will be saved into the model. If not, then an error will pop up, prompting the user to have both textfields filled up.</p> <p>Localization Key: BUTTON_DONE</p>
3. Account Name Cell	Table Cell	<p>This table cell consists of two UI elements: A label and a textfield.</p> <p>Tap anywhere in the cell and the textfield will be placed in focus, bringing up a QWERTY keyboard. Tap anywhere outside the cell to dismiss the keyboard.</p> <p>The textfield has a character limit of 25 characters. This is because the average word has an average of five letters, and a four-word account name suffices.</p> <p>Localization Keys: LABEL_NAME, TEXTFIELD_NAME_PLACEHOLDER</p>
4. Currency Cell	Table Cell	<p>This table cell consists of two label UI elements.</p> <p>When this table cell is tapped, the cell will be briefly filled with a light green background, then fade out as the screen transitions to the Currency Selection screen. The default currency depends on the user's device locale.</p> <p>Localization Key: LABEL_CURRENCY</p>

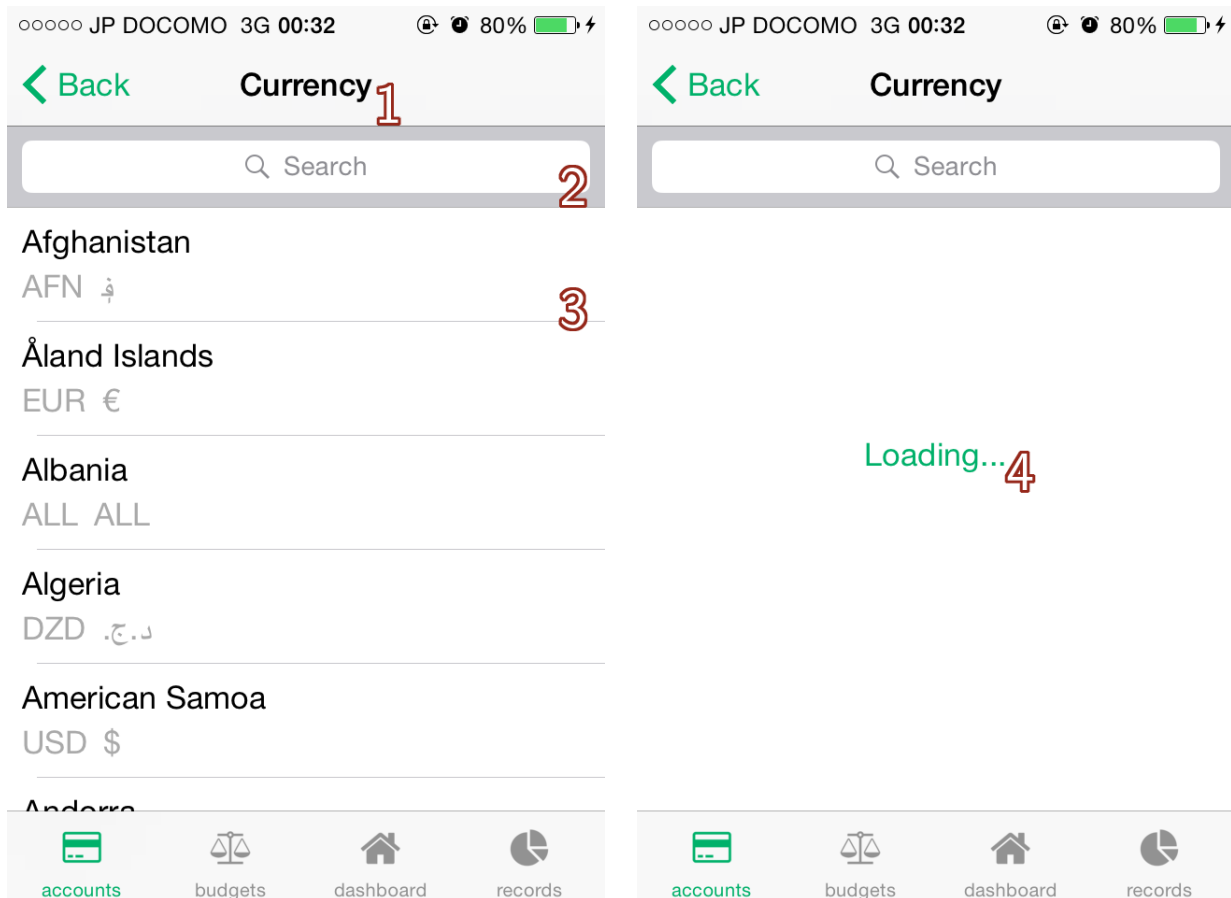
Screen Component	Type	Description
5. Initial Amount Cell	Table Cell	<p>This table cell consists of two UI elements: A label and a textfield.</p> <p>Tap anywhere in the cell and the textfield will be placed in focus, bringing up a keyboard that is numeric with a decimal point. Tap anywhere outside the cell to dismiss the keyboard.</p> <p>The textfield has a character limit of 22 characters. This is because the largest banknote ever released due to hyperinflation has a value of 10²⁰.</p> <p>Localization Keys: LABEL_STARTING_BALANCE, TEXTFIELD_STARTING_BALANCE_PLACEHOLDER</p>
6. Default Account Cell	Table Cell	<p>This table cell consists of three UI elements: two labels and a switch.</p> <p>Tap anywhere in the cell and the switch will be toggled.</p> <p>Localization Keys: LABEL_IS_DEFAULT_ACCOUNT, LABEL_IS_DEFAULT_ACCOUNT_DESCRIPTION</p>
7. Error Alert	Alert Controller	<p>This alert controller has two labels.</p> <p>The alert is displayed when either the account name or the initial amount has not been filled, and the user taps "Done".</p> <p>Localization Keys: ERRORLABEL_ERROR_TITLE, ERRORLABEL_NAME_CURRENCY_NOT_EMPTY</p>

4.1.2 Use Cases

4.2 Currency Selection

The currency selection screen enables users to search and select a currency to use for their new account. The user can search for the country's name, the currency name, or the currency symbol. Once the user is satisfied with their selection, they can tap the Back button to return to the Add New Account screen, where they will see their newly selected currency in the Currency Cell (See Figure 1, #4).

4.2.1 Application Screenshots



(a) Currency Selection Screen

(b) Currency Loading Screen

Figure 2

Screen Component	Type	Description
1. Screen Title	Label Title	Localization Key: MENULABEL_CURRENCY_PICKER
2. Search Field	Search Bar	<p>When tapped, a QWERTY keyboard is displayed, and the search textfield is given focus.</p> <p>At the same time, the width of the textfield shortens, giving way to the Cancel button which, when tapped, dismisses the keyboard and returns it to the state shown in the screenshot.</p>
3. Currency Selection Cell	Table Cell	<p>This table cell consists of three UI labels showing the currency's country, code, and symbol.</p> <p>Tap anywhere in the cell and a checkmark will appear on its right side, indicating that a type of currency has been selected.</p>
4. Loading Screen	Label	<p>This label is displayed while the currency data is being loaded.</p> <p>While loading, the user cannot scroll or type in the search bar.</p> <p>Localization Key: LABEL_LOADING</p>

4.2.2 Use Cases