Advanced Prototype
Catch Your Money

AGENDA

- ✓ *Changes in Requirements*
- ✓ *Changes in Structure of the App*
- ✓ *Design Pattern*
- ✓ *Coding Conventions*
- ✓ *Context of Use*
- ✓ *UI Design*

CHANGES IN REQUIREMENTS

New Requirements and User Stories

- ✓ *Adding two charts to the report screen*
- ✓ *Adding Icons for categories*
- ✓ *Adding option to delete the transaction*
- ✓ *Budget planning for a month*
- ✓ *Monthly summary of transactions via e-mail*

As a user
I want a report of my past transactions with charts

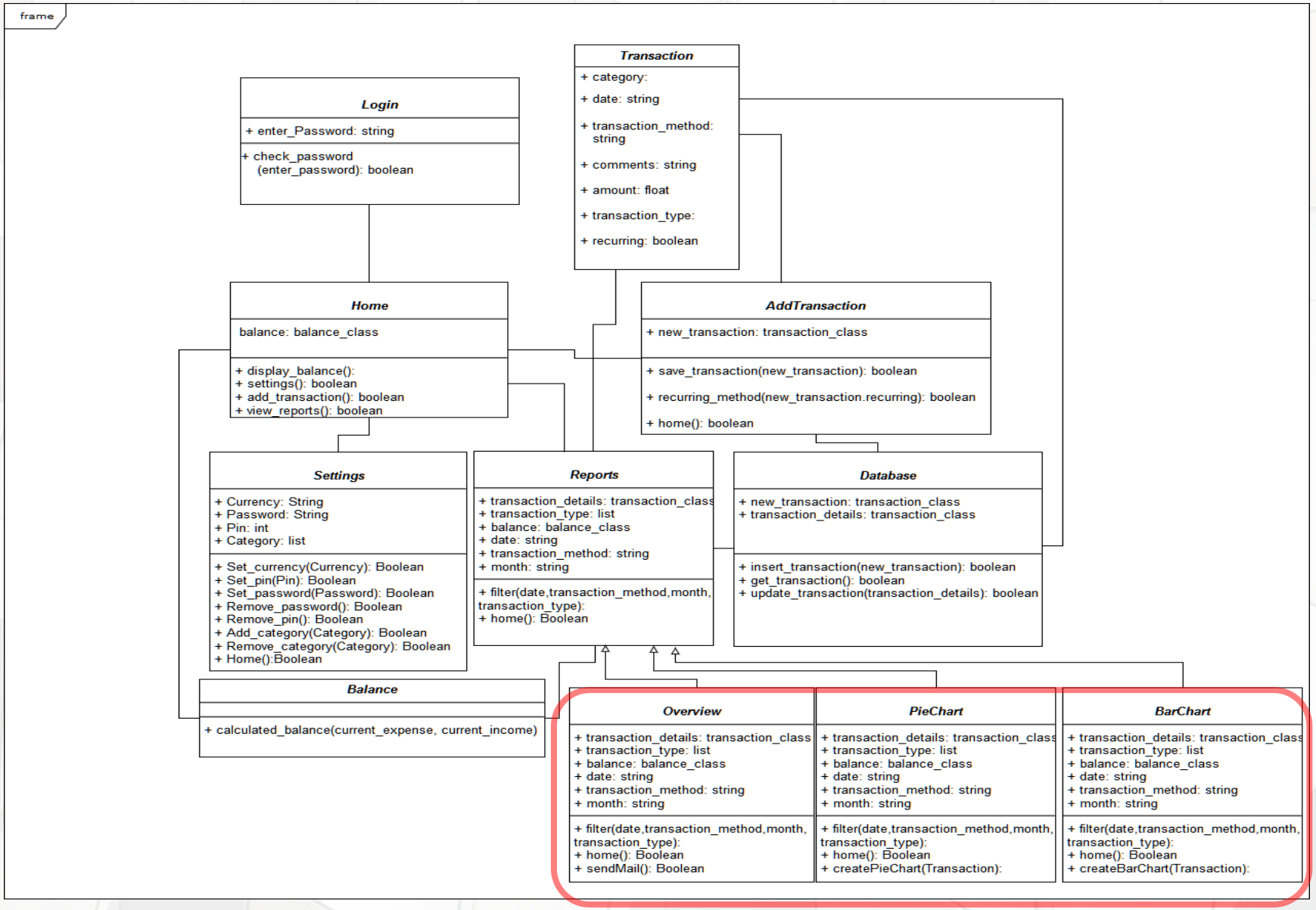
As a user
I want to be able to also delete transactions to adjust mistakes

As a user
I want to be able to assign icons to my newly defined categories

As a user
I want to be able to set a budget for a month to plan ahead

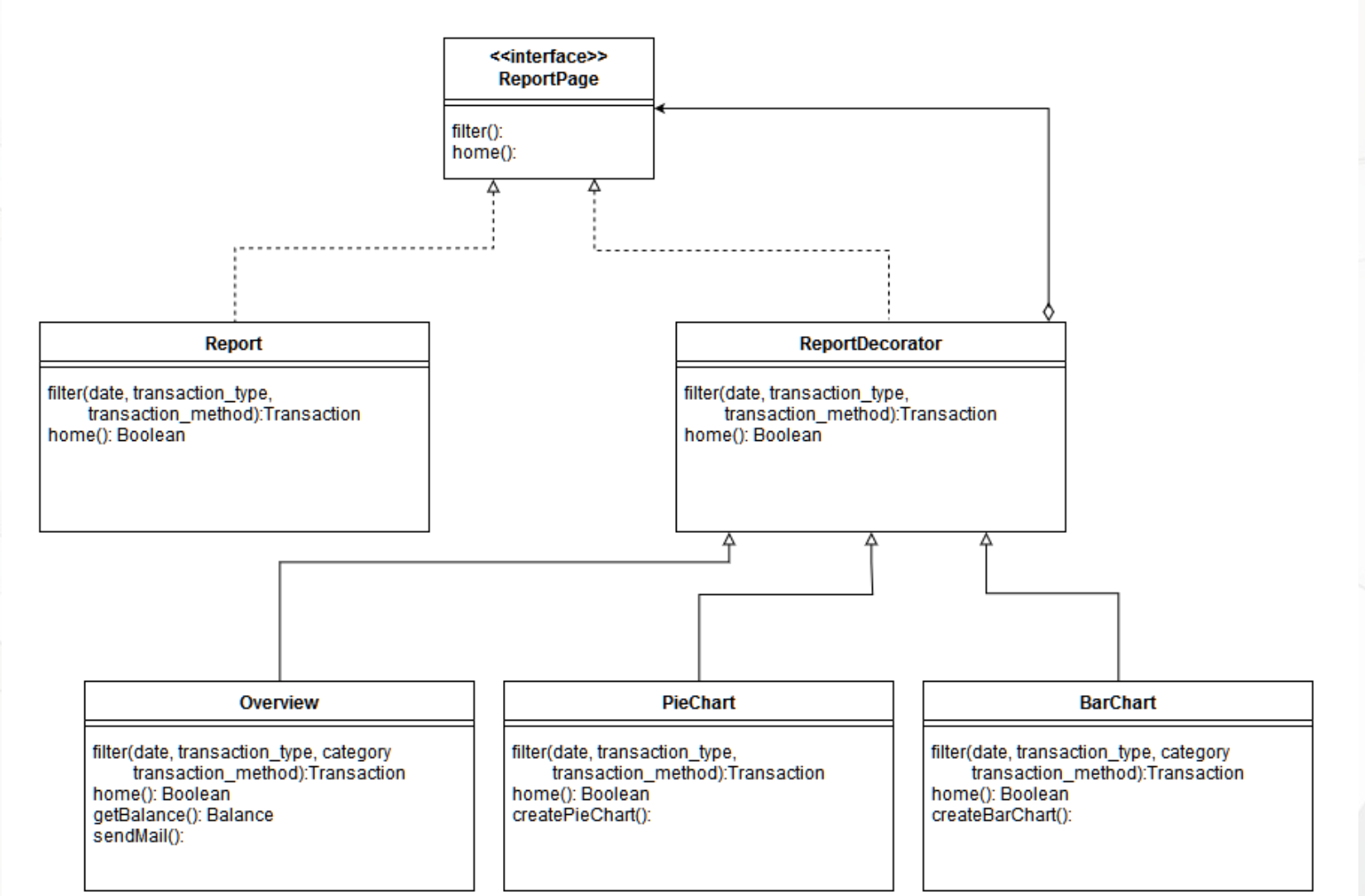
As a user
I want to get a monthly report via e-mail to always stay informed

CHANGES IN STRUCTURE



DESIGN PATTERN

Decorator for Report Pages



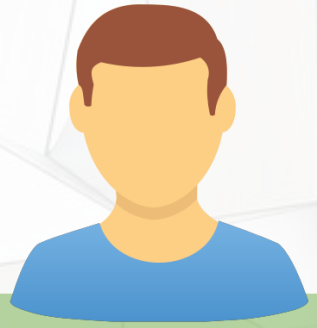
CODING CONVENTIONS

- ✓ *Follow JavaSoft conventions:*
  - ✓ *Class: Noun, first letter capitalized*
  - ✓ *Method: starts with a verb, lower case*
  - ✓ *Variables: descriptive names, lower case*
  - ✓ *Constants: like variables but capitalized*
- ✓ *Internal conventions:*
  - ✓ *using the same abbreviations (especially for widgets)*
    (e.g. TextView for category: tvCategory, Spinner for transaction type: spinType)
  - ✓ *using same vocabulary (Login: Authentication, Transaction Type: Type)*
- ✓ *Comments, Comments, Comments!*
- ✓ *Enforcing conventions by team review of the code*

CONTEXT OF USE

Personas

- Saira, 23, international student at FIN
- Education: B.Sc. in Computer Science
- Technical Background:
  - strong interest in technological gadgets
  - wants to personalize her applications
  - is used to a lot of adjustable options in apps
- Goals:
  - keeping track of her tight budget
  - having fun with the statistical reports
  - playing around with the options



- Jan, 27, working on his PhD in Psychology
- Education: M.Sc. in Psychology
- Technical Background:
  - weak interest in technology
  - is only interested in the functionality of apps
- Goal:
  - keeping track of his tight budget

UI DESIGN

Design Principles and Color Scheme

Design Principles

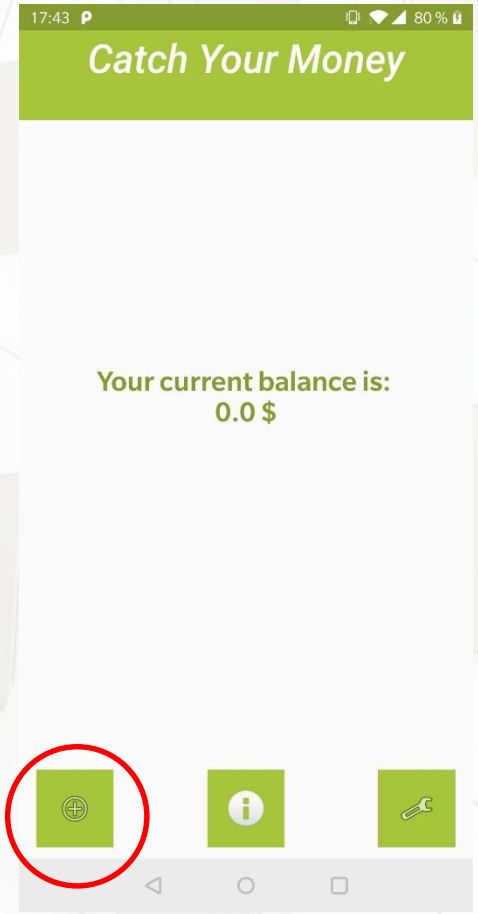
- ✓ *Usability: Design should never hinder the functionality*
- ✓ *Understandability: Easy to use and follow*
- ✓ *Minimalistic: No unnecessary design elements, focus on the function*

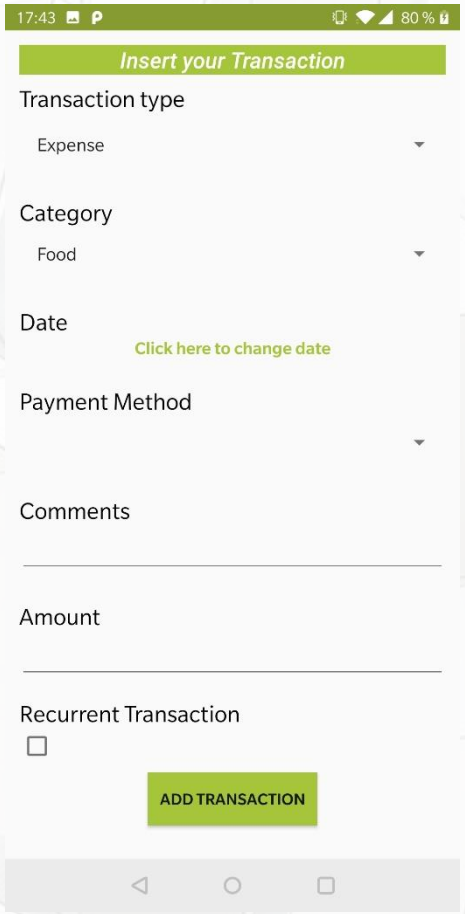
Color Scheme

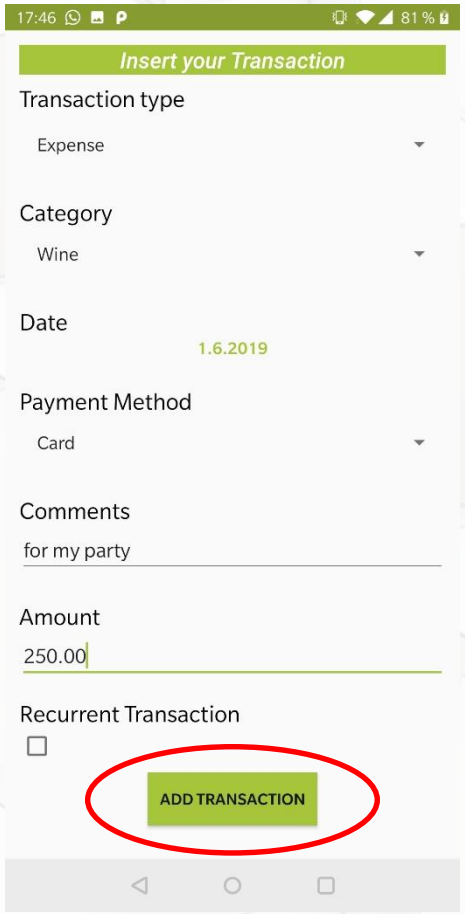
- ✓ *Green accents: association with stability, wealth, growth; slightly relaxing*
- ✓ *White background: supporting minimalistic design and clean look*

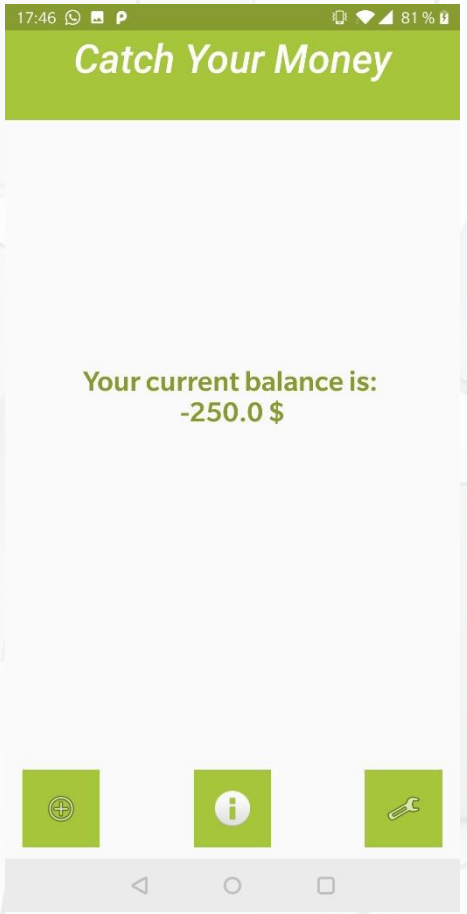
UI DESIGN

Storyboard 1: Adding New Transaction



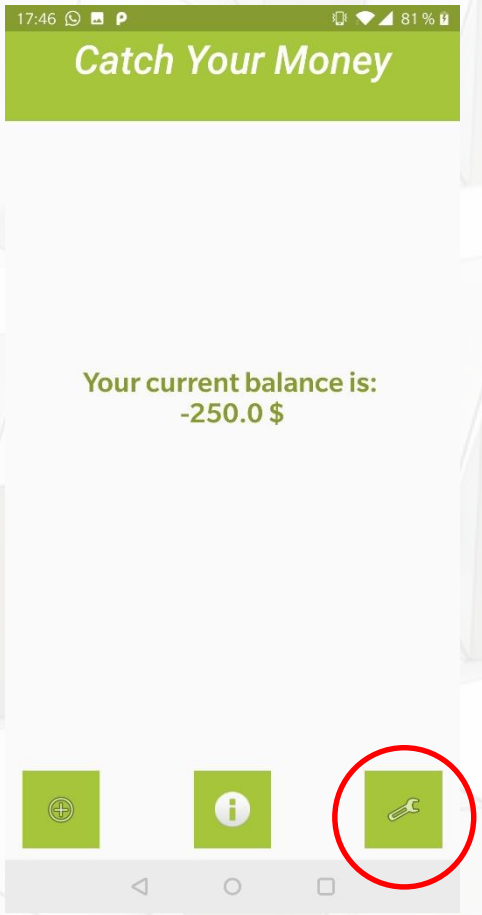


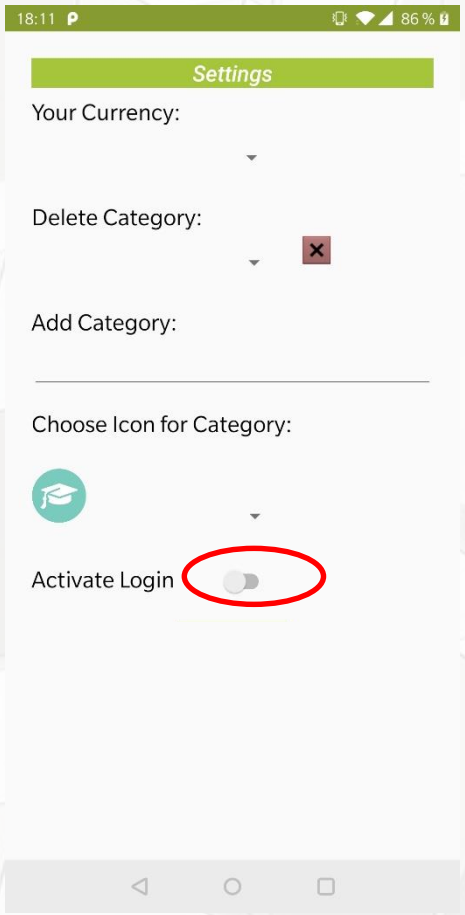


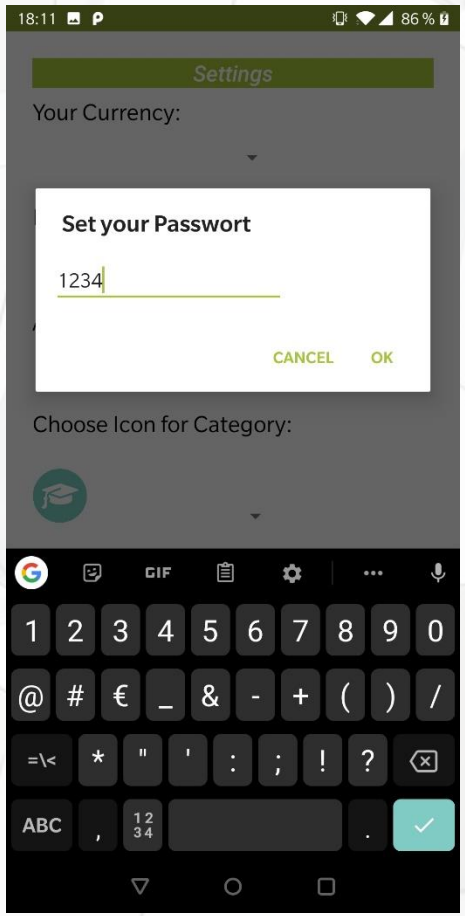


UI DESIGN

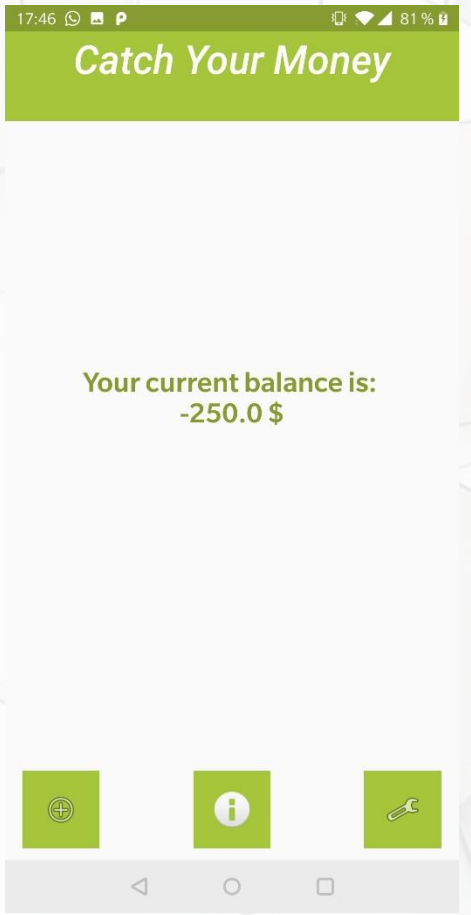
Storyboard 2: Activating Login







Closing and Restart



Thank you for your attention