

DroidKnights presents to you our Weekly report



Jelly Bean"



Week : 24.05 -30.05 '2021

#Requirements:



The Application should run offline as well to some extent.



Present App development for review.

Minutes of meeting:



The App should be able to run without internet



Implement further requirements assigned by the tutor



Update weekly progress at the end of the week.

App Development Progress: Abhirup and Harsha have presented the App development completed by the group members through the emulator.



Essential Requirements - Easy to enter numbers where the screen shows number pad will quoting money finished. Select currency from settings (choosing default currency for new user) completed.
Changes to be made: Put currency symbol in front of currency digits. Like \$ or €
Analytics: today/weekly/ monthly threshold and Analytically graph implemented
Which also indicates green flag for <50% , brown for 50% ><100% , and 100%> red flag.
Of threshold/budget spending.



Necessary Requirements - Splash screen improvements describes “ App that controls your money “
Access to contacts: Select the contact with an incurring transaction Implemented.
Changes: Contact name be shown instead of a number.
Manually be able for user to select option borrow and lend on selected contact.



Nice to have Requirements - Working on several “projects” for single user”

Weekly report:  Current Weekly Report: Updated and Uploaded.

Main Essential /Priority :



Since we used firebase now team faces the criteria to either change it to SQL so that the App Can run in offline mode or figure out a way to run the app in offline mode. This significant Change is prioritized as most crucial.

Furthermore:



App had a crash report while run by Usama, which should be fixed and perform several tests to ensure App doesn't crash.

Lastly, the team is still confused whether there will be a final presentation(which would be 5 in total or 4 if not) so to include everyone to have got the chance of presenting once, Since team members are of 5.

