CASH TRAC
Your personal money manager

The Project
As a student of career foundry UI Immersion Course, A task is assigned to design an application based on user research that has been provided that helps people save money quickly in preparation for a big purchase or expenditure.

Problem
Saving money can be really hard, especially when you don't have a long time to do so. Many people aren't aware of how much money they spend every month, resulting in a poor overall financial health for them.

Solution
Creating a money managing application which enables users to save money, quickly, for a particular reason. Also to displays data on the users finances how much money they spend and on what.

With CASH TRAC application, users were able to see all their accounts in one place and keep track of your categorized spending on a daily basis. More over, taking control of their saving goals and a glimpse of your spending trends.

With so many spending categories, its essential to understand how to manage it into analyzable, actionable insights. So I used data visualization graphs to make users understand their finances with just a glance.

My Role
I was the sole designer for this project and was responsible for the entire design process. The process includes competitive analysis, User flows, usability testing, wire framing, prototyping and analyzing.
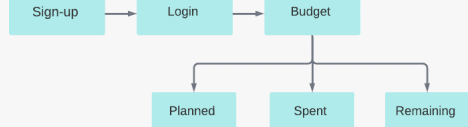
Tools Used
Adobe XD
Invision
Balsamiq
Usability hub

User Flow, Sketches And Logo Creation
Based on the user research provided, I found the following needs of the users have a key importance.
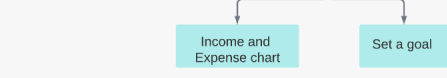
User Stories 2
User will be able to create his own budget sheet and plan his spendings based on his income. There will be an option to create his own categories and also user can look over his planned, spending and remaining money charts on each screen.
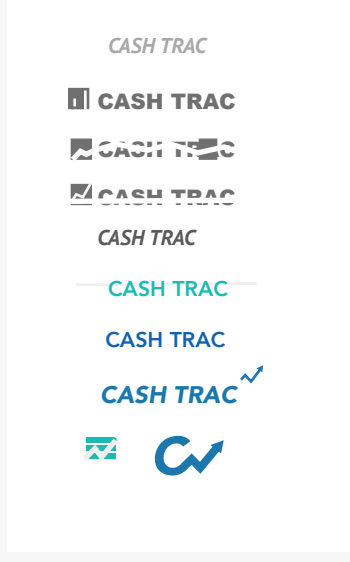
Sign-up → Login → Budget
Budget → Planned / Spent / Remaining

User Stories 1
Once the user sign-up he/she would like to have an overview of the income fulfilled, Expense chart.The user can set his future saving goals and track the progress. When the user enters the app, the Overview page will be the home page.

Sign-up → Login → Overview
Overview → Income and Expense chart / Set a goal
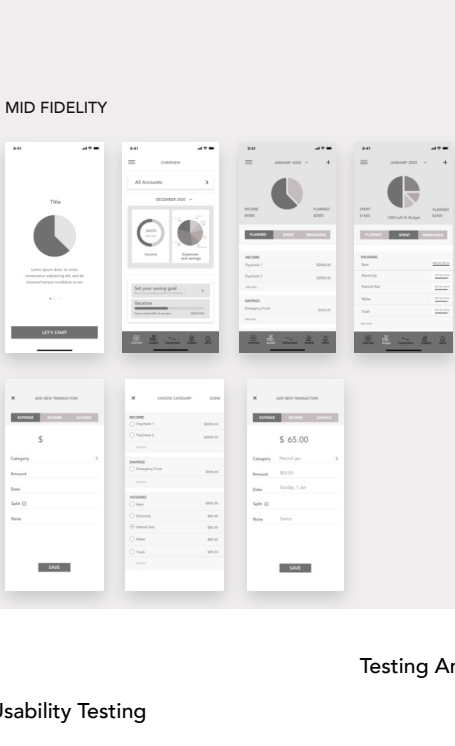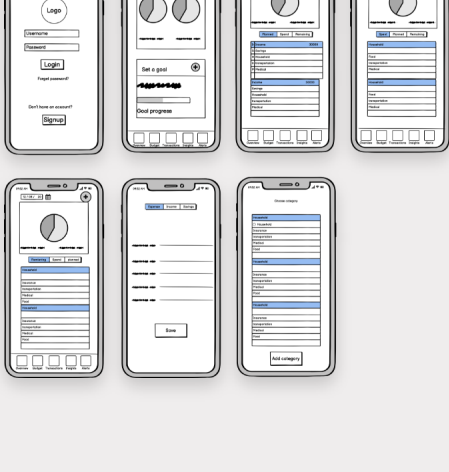
Creating Logo

Paper Sketching

Wireframing
After sketching using crazy 8's design method, I developed low and mid-fidelity wireframes using 12 column grids, brainstormed in many ways to organize the categories so that users can easily navigate through the flow.
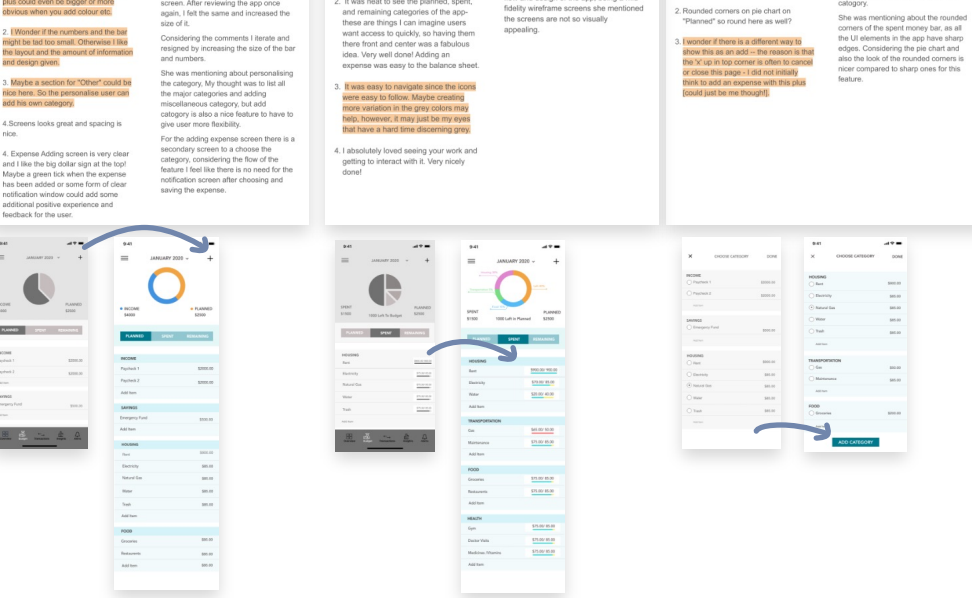
LOW FIDELITY

MID FIDELITY

Testing And Improving
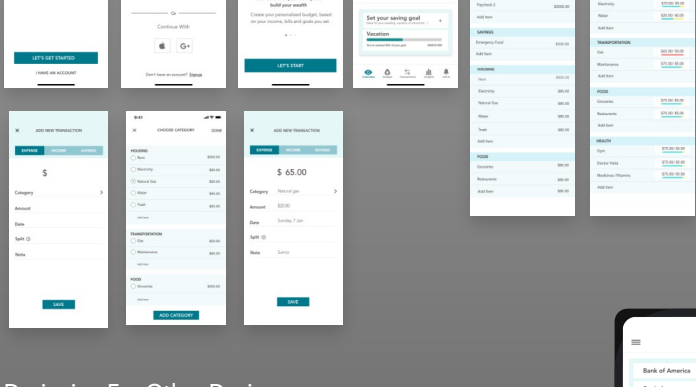### Usability Testing
GETTING FEEDBACK FROM USERS
After completing mid fidelity wireframing, It was time to introduce them to users for further insights. I conducted testing with 3 users, I noted findings with Positive and negative quotes.

Participant 1
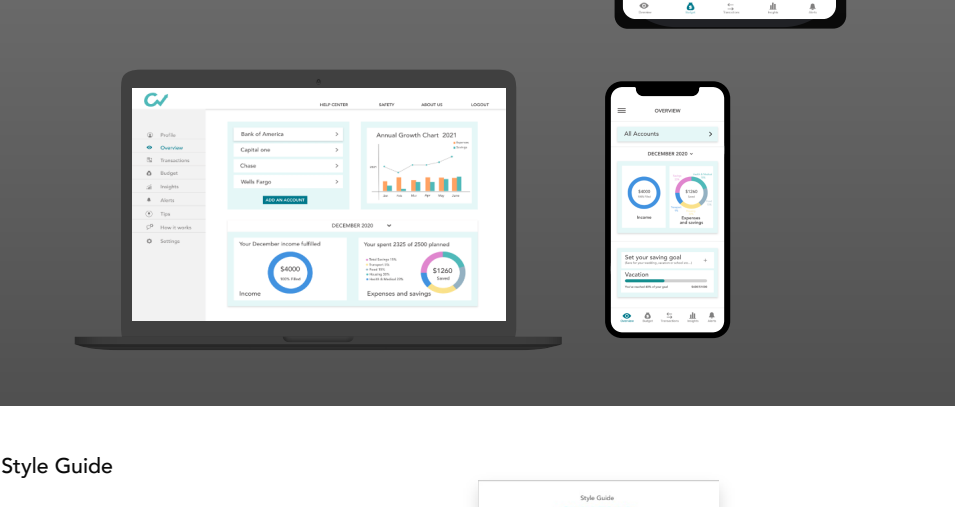Participant 2
Participant 3

High Fidelity Wireframes

Designing For Other Devices
While designing for mobile and desktop, I used a 12 column grid. I created different data visualization graphs for users to have a glance at their financial data easily.
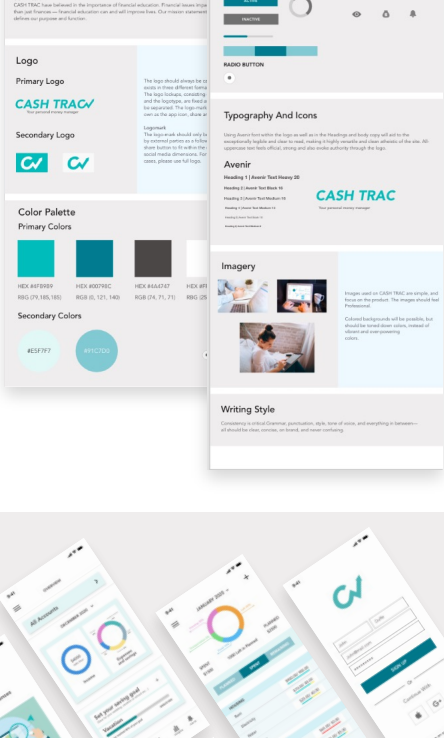
Responsive design is for the users who want to reach the app on other devices. So that CASH TRAC can use it everywhere and every time.

Style Guide
After the testing and improvisation of the app, I established a design language to refine the design of the interface and maintain consistency.
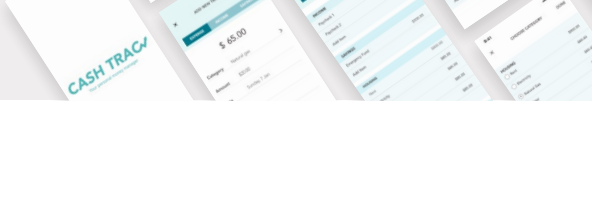
I learned about building a cohesive brand, how to translate an entire brand into brand guidelines, and how I can go about creating a brand guidelines document of my own for this project.

Conclusion
I wanted to create a simple, clean, and intuitive design. Organizing the user flows was my biggest challenge for this project. Though I faced difficulties, I was able to create an organised and easy navigating flow. Throughout the design process, I learned a lot about constant valuable feedback while designing and how necessary testing is essential for product evolution.

Thanks for watching!