SENG 310 – Assignment 4

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Task Scenario 1: Basic Budgeting
Sally wants to figure out where to start with budgeting. She accordingly creates an account with Good Money and grants the app access to her bank accounts. Sally answers a series of questions about her spending habits in various categories of expenses. The app then takes all of the information about Sally's income, goals, and regular expenses, and generates a concrete budgeting plan for her. The application gives Sally some feedbacks like free spending money, budget summary, and also visual graph summary. Sally now has an intuitive, easy way to assess a plan to use her money.

Sally wants to figure out where to start with budgeting. She creates an account with Good Money which gives the app access to her bank account(s). Sally then goes to the budgeting section of the app where she starts filling in how much she wants to spend on a particular item each week. The app then creates a budgeting plan for the next month with respect to her regular income, along with a certain amount of free spending money.

Task #	Description	Actions Required	Interface Response to Actions	Comments
1	on the "Login" page, press the "Sign Up" button to start creating an account on the "Profile" page	Filled out username and password fields and hit sign up	Changes to the profile page	Some users may not understand that they must put in credentials on the sign in page to sign up. Newer apps are doing this though.
2	on the "Profile" page, fill in the fields for login (email, password), personal (name, address, phone, picture), and banking (account numbers, credit/debit cards) information with your own and then press "Update" which takes you to the "Main" page	Fill in some of the information. Doesn't have to be much	Changes to the main page	The back button at the top of the page should take you to the sign in page.
3	on the "Main" page, navigate to the "Budget" page	User clicks on pie chart with budget label above	Changes to budget page	This is one of the more unintuitive features. We should consider something to queue the user into the fact that the graph is clickable
4	on the "Budget" page, you can adjust how much you want to spend on a certain type of item for a certain time period, then you can press "Save" to save any changes, and this will bring you back to the "Main" page	User holds down any budget item	All items become editable on the page now showing a recycle bin next to each item to delete them as well as a slider for adjusting the items.	Group decided that clicking on save would move back to main page. I think it should stay on page. Also we need to add save button to wireframe.

5	on the "Main" page, it will now show an updated budget summary, free spending money, and a visual graph summary	User clicks on back button on budget page	Main page is loaded	Group decided that clicking on save would move back to main page. I think it should stay on page

Task Scenario 2: Expense Projection
John would like to branch out from the university life and explore the area around him, but he doesn't have a stable income and wants to be financially independent from his parents. He decides that he wants to go to a snazzy event downtown with a couple of his friends. He wants to know how much he is safe to spend that night. He opens the Good Money app, and it shows his "extra expenses" and "food" budget options are about 35 dollars short for the exorbitant entry fee at this event. He then selects the "add expense" button from the home screen, and enters 35 dollars into the "how much?" field. His monthly projected budget alters accordingly by decreasing the amount of free spending money for the next four weeks. He is explained the repercussions of spending this money, and asked to confirm that the consequences are acceptable. He decides that they are, presses ok, and his current "extra expenses" field increases to $69–enough to attend the event.

John wants to go to a special event with his friends, but he is unsure if he has the money to stay within his budget plan and go to the event. He opens the app, and it shows him that with his current plan he has $35 left on "Food" and "Entertainment" combined for the rest of this week. Since he really wants to go to the event, he decides to adjust his budget plan by adding an extra $35 for this week. Before finalizing these changes, the app shows him how this will affect his free spending money for the rest of the month. After accepting these changes, his monthly budget alters accordingly.

Task #	Description	Actions Required	Interface Response to Actions	Notes
1	on the "Main" page, navigate to the "Available Spending Funds" page where you can view how much you have allotted yourself to spend on each category (represented in spreadsheet and overlaid bar chart)	Click on top graph	Funds page is loaded	I think the budget and funds page are too similar and can be combined.
2	after viewing your available funds, navigate back to the "Main" page and then to the "Budget" page	Back button clicked and then budget graph clicked	Main page loaded then budget page loaded	
3	on the "Budget" page, select the item you want to change and edit by how much	Hold down item to edit	Page becomes editable	The editing green bar should be excess funds that are addable to any item. Sort of like skill points in a Tony Hawk game or Skyrim.
4	once changes are made and "Save" is selected, a pop up of free spending money for the rest of the month is shown with another	Save button clicked	Page becomes un-editable	
5	Return to main screen	Back button clicked	Main page loaded	

Task Scenario 3: Budget Analysis
Sally is wondering whether she's stayed within budget this week. She opens the Good Money app and presses the "Weekly Progress" button on the home page. She is presented with a visualization of the spending amounts in each of her several spending categories. It appears she has spent too much on food but hasn't spent any of her "free spending money". As a result, she sees that her weekly budget is not in deficit. She then decides to hold off on going out for dinner that night after classes and goes home to eat.

Sally is wondering whether she's stayed within budget this week. She opens the app and goes to "Weekly Progress". She is presented with a visualization of the spending amounts in each of her several spending categories. She wants to only view how much she is spending on food this month so she selects the "Month" option and the "Food" option from the categories of items in her expenses. The graph, pie chart and spreadsheet all update. Since she spent too much on food and none of her free spending money, her net balance is also not in deficit.

Task #	Description	Actions Required	Interface Response to Actions	Notes
1	on the "Main" page, view a snapshot summary of your current weekly progress visualized in graphs, and navigate to the "Weekly Progress" page to see a more detailed analysis	User clicks on some gui summery for the detailed analysis page ("weekly progress").	Detailed analysis loaded	There isn't a way currently in the wireframe mockup to get to detailed analysis
2	on the "Weekly Progress" page, there are options for viewing graphs, pie charts, and spreadsheets for various time periods (week/month/year), viewing expenses of a particular category, and viewing income, expenses, and total net balance	User clicks on bar in graph (Food)	Table and graphics update with transactions only related to that bar graph item (food)	This view is not in its final version. Date range picker missing.
3	these options can be selected by radio buttons for time periods, a drop down menu for expense categories, and check boxes for income, expenses, and net balance to be overlaid on one graph as options are selected the visual aids will automatically update (no need for save button) automatically update (no need for save button)	User clicks another bar (other)	Page updates with transition data related to this other category (other)	