Vallet - Your Virtual Wallet Vision

Version 1.0

Revision History

Date	Version	Description	Author
11/03/2019	<1.0>	Initial Project Statement	Rares Macavei

# Table of Contents

Vision

1. Introduction

Nowadays it is so much easier to spend more than your pocket can take, since there are so many available shops and services – both offline and online. Moreover, since an increasingly growing number of people pays with their debit card, it is even harder for them to notice how much they spend compared to the traditional way of paying with cash, where you would actually see how many goes out of your wallet and become more careful.

1.1 Purpose

The purpose of Vallet is to help users track their spending of money, having them actively add to the app each and every acquisition they've made, helping them become more mindful towards money usage. One more important purpose, it helps with group payments, where one member of the group would pay and the others would have – in one way or the other – to pay back. This will be solved by a smart way of splitting bills.

1.2 Scope

Vallet will offer the following features:

- User authentication (register and login)
- Attach budget sources to your Vallet account (physical wallet/ bank accounts)
- Add payments, delete payments, modify payments
- Set monthly budget
- Create groups; 　 payments

1.3 Definitions, Acronyms, and Abbreviations

Term	Definition
Group	Two or more people that, in this context, regularly pay together for services

1.4 References

All the related papers to this project are presented in the list below

- Project_UseCaseModel_SetBudget

- Project_UseCaseModel_ModifyPayment

- Project_SupplementarySpecification

- Project_Analysis_and_Design_Document

1.5 Overview

The upcoming sections of the document will describe the product positioning in the market, relative to other money management systems. We will then continue by describing the involved stakeholders, the end users, the end user environment and the product hardware and software requirements.

2. Positioning

2.1 Problem Statement

The problem of	Money spending management
affects	Most citizens that spend money
the impact of which is	Poor personal economy
a successful solution would be	To create an online budgeting system that allows the user to introduce the payments they made and rationally notice where most money is spent.

2.2 Product Position Statement

For	Mostly people living in urban areas, where cash flow is more intense
Who	needs to reassess their spending mentality
Vallet	is a Personal Finance Management System
That	Gives the user a visual representation of their spending on a day-by-day basis
Unlike	The old ways of finance management such as: remembering all spendings / writing them in a notebook Mint, PocketGuard, BudgetWise
Our product	Allows for quick and on-the-go insertion of spending information Reduces unneeded spendings

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Implementation Team	The team developing the project	Provide a clean implementation with minimum effort.
System administrator	The person in charge with maintaining the system after implementation.	Ensures system is maintainable. Provides valid data to the system database

3.2 User Summary

Name	Description	Responsibilities	Stakeholder

Citizen	The user that wants to manage their budget	Introduces personal budget (wallet/ bank accounts) Inserts regularly all spendings	Direct user

3.3 User Environment

The citizen is considered to submit spending entries from his personal computer at home or other computers as well, in a non-stressful and calm environment.

4. Product Requirements

For either user, the product requires first of all a stable internet connection, a computer with at least 4 GB RAM, Dual Core processor, one monitor, mouse and keyboard and

The product must integrate with the city's payment system, the system of the police department, the system that provides distances between two points (i.e. residence and parking spot) and person and vehicle identification systems.