

## CS3354 PROJECT - Budgeting App

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**What We Are Doing:** We want to create a mobile/PC budgeting app with various programs and tools using the software development process. It will do all the basics of a budgeting app: keep track of expenses and organize expenses into categories.

1. Budgeting App
  - a. Create budget
    - i. Add monthly income (max to spend each month)
    - ii. Add a budgeting category
    - iii. Add a spending limit for each category
    - iv. Auto create budget (50,30,20 rule - optional)
    - v. Represent budget visually
  - b. Manage budget
    - i. Add expense
    - ii. Edit expense
    - iii. Delete expense
    - iv. Determine recurring expenses
    - v. Add expense to category
    - vi. Scan receipts and bills
    - vii. Alert near spending limit (optional)
    - viii. Alert over spending limit (optional)
  - c. Spending history
    - i. View spending history
    - ii. Edit spending history (Add/edit/delete expense)
  - d. Link bank
    - i. Transactions added as expenses
    - ii. Manage subscriptions

**Motivation:** Budgeting is an important tool that can be beneficial to just about anyone who earns money and spends it on a regular basis. Many team members resonated with the budgeting app during the brainstorming process, emphasizing its utility to many people. In the end, we want to create an app that emphasizes simplicity and efficiency to make budgeting feel easy and useful.

**Tasks:**

- **Chloe**
  - Design ui/ux, branding, and frontend responsibilities.
  - Backend help where applicable.
- **Jason**
  - Help with front-end development
  - Researching and setting up most suitable database
  - Implement APIs to connect app with the database
- **Chathuri**
  - Finding and implementing suitable APIs for scanning feature of the app
  - Backend
- **Minh**
  - Finding how to protect privacy and security when linking bank accounts to the app.
  - Frontend
- **Jerry**
  - Can help with front-end development
  - Develop features for managing expenses, creating budgets, etc.

**Scholarly Paper? : no**