



Finance Application

Table of Contents

Team	3
Summary	4
Objectives	4
Main stages in the development	4
Stages of the scum methodology	5
Implementation	7
Block Scheme of Finethic	8
Conclusion	9



Team

Scrum Trainer

Simeon Stiliyanov Stefanov 10b

Developers

Nikolay Georgiev Kulov 10b

Perla Kaloyanova Hristova 10a

Kristiyan Dimitrov Dimitrov 10b



FinTech



Summary

Objectives

Finethic is a finance app that helps users manage their personal finances. It acts as a digital bank, providing a card and tools for logging income and expenses, which simplifies the categorization of financial transactions. The app is designed to make financial management easy and user-friendly.

Main stages in the development

1. Reflection on the topic

In the first few days, the team met regularly to align on design ideas and select libraries, creating a clear plan.

2. Design

The design work was mainly done by Perla Kaloyanova Hristova, who made sure to consider everyone's opinions while developing new features. Then it was incorporated into Figma.

3. Development

The development of the project progressed steadily over the two weeks, with each team member assigned specific tasks to focus on. When challenges came up, we worked together to find solutions, allowing us to refine our ideas and improve the outcome.

4. Introduction

For the Finethic presentation, the team decided to divide the slides so each member could discuss their contributions. The Scrum Trainer will primarily lead the presentation, as it is part of their role introducing the team and explaining the project concept.

Stages of the scum methodology

1. Analysis of the assignment and topic

The first task of the Scrum Trainer was to download the project brief and review the expected requirements. This helped clarify the roles within the team and outline the specific tasks each member would be responsible for.

2. First team meeting

In the first meeting, the team first decided on a team name, followed by a discussion of the project requirements and an assessment of their capabilities. The name of the application was determined later.

3. Allocation of tasks

At this stage, the Scrum Trainer understood the team's capabilities and assigned tasks based on their strengths and the project timeline. Each team member received a fair share of responsibilities to ensure balanced task distribution.

4. Communication between the team

Communication within the team happened in a dedicated group and through the Scrum Trainer. Regular progress checks evaluated the team's achievements problems

arose, team members helped each others, but not all planned goals were met.

5. Presentation of the project

The presentation of the completed work will led by the Scrum Trainer, who will explain the project's concepts to the audience. Each team member will have the opportunity to discuss their contributions during the presentation.

Implementation

Softwares for programming our project are QT creator and QT designer



For the creation of our design the main programs are Figma and Photoshop



Our collaboration tools are GitHub and Git



The programming language we have programmed in is C++



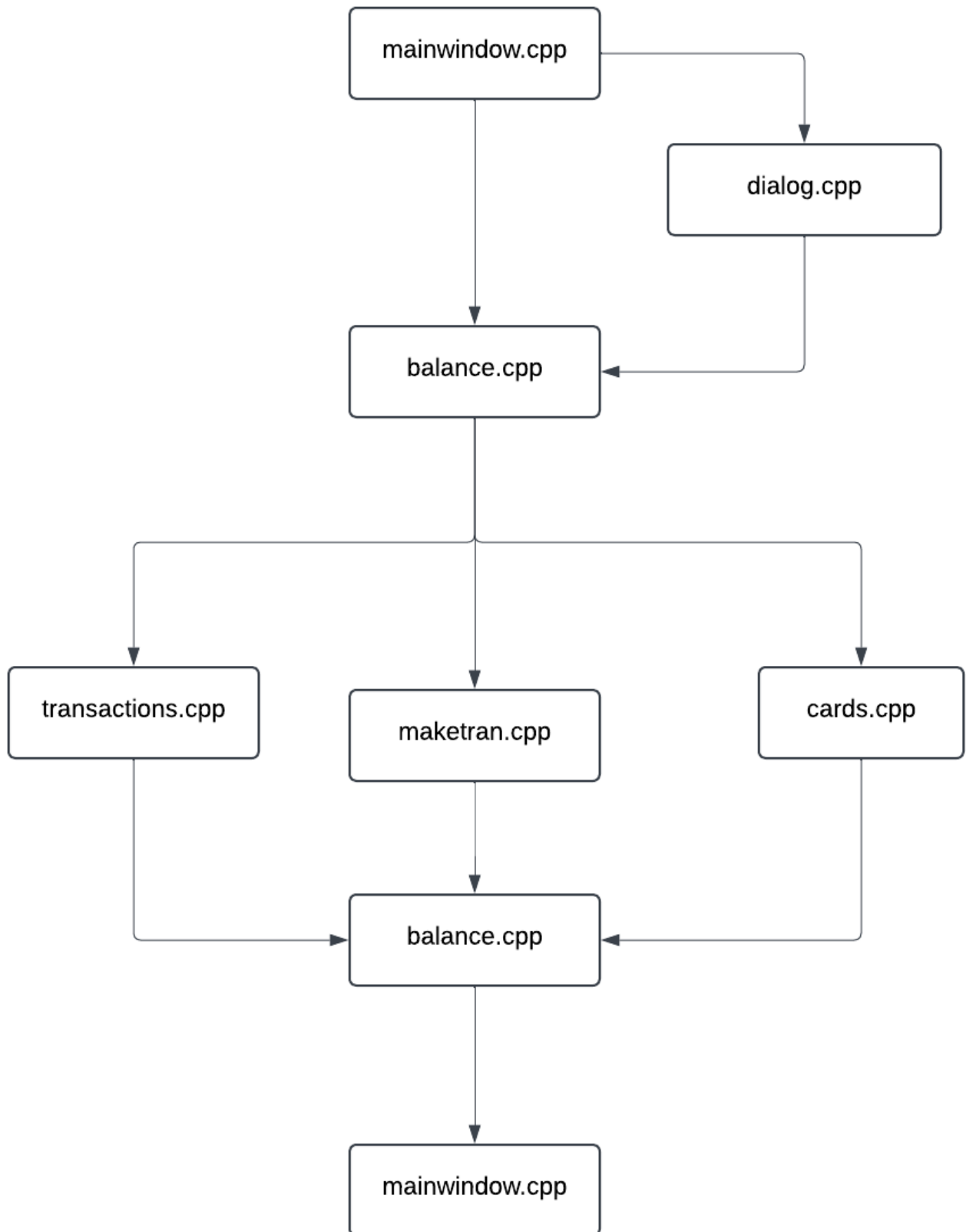
The library used in our project is SQLite



Softwares used for the presentation of the project are Microsoft Word and Microsoft PowerPoint



Block Scheme of Finethic



Conclusion

The Finethic project created a user-friendly finance app in two weeks that helps users manage their personal finances by tracking income and expenses. Users can log transactions, categorize spending, and use their digital bank features. While not all goals were met, the experience gained will help us improve in the future. This project showed how teamwork and the right tools can lead to success.