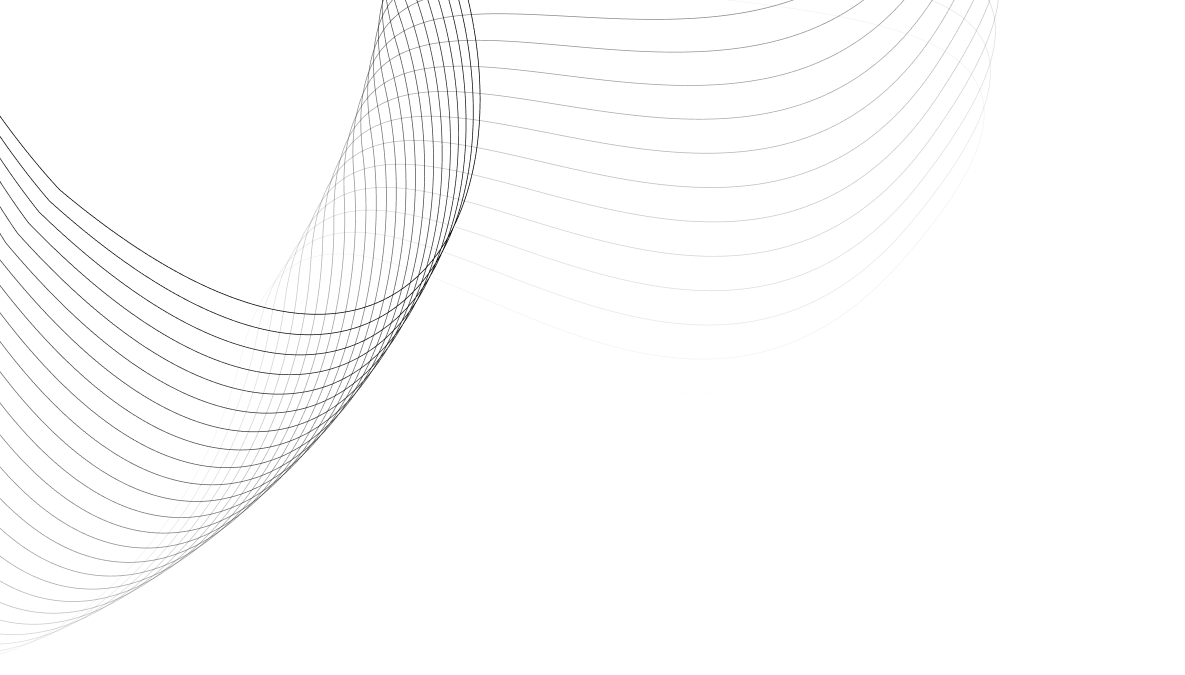
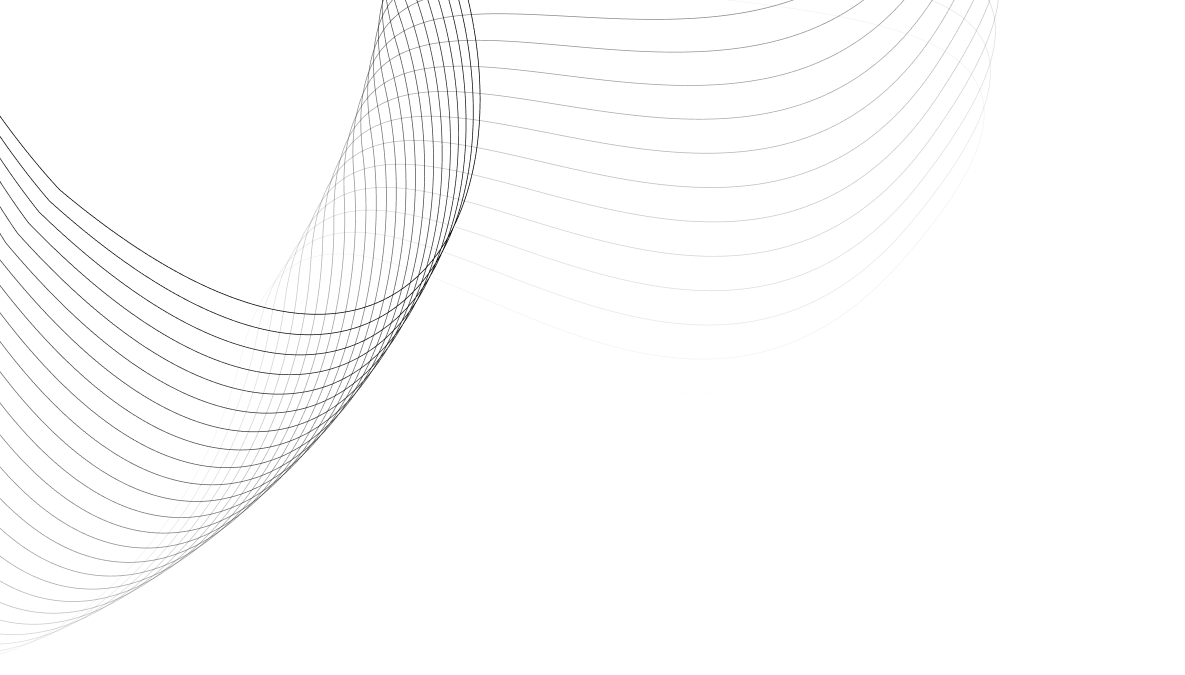
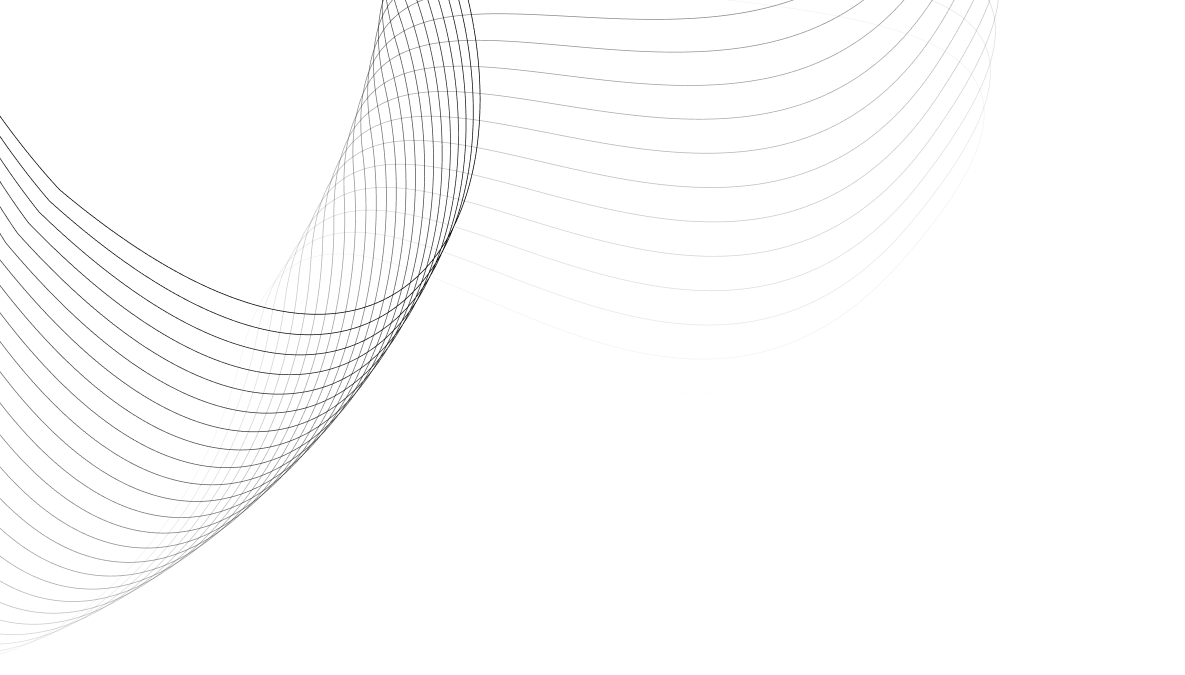
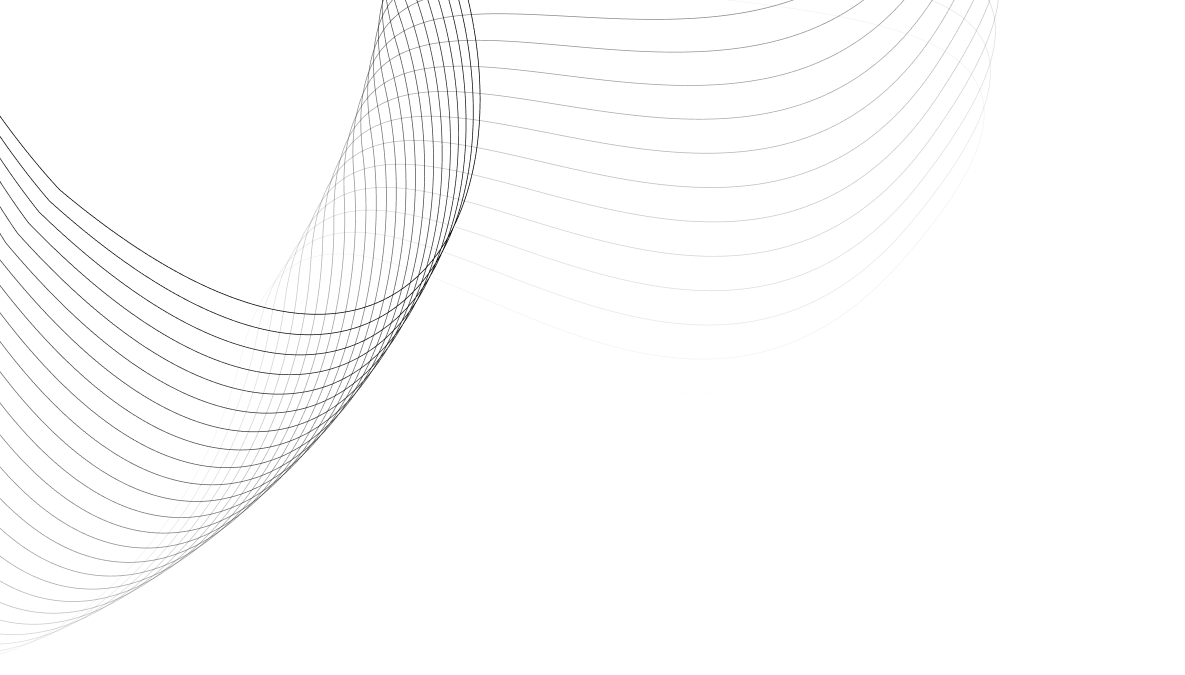
**Spendly**

Table of Contents

Contents

[Team 3](#_Toc181652969)

[**Summary** 4](#_Toc181652970)

[**1.** **Objectives** 4](#_Toc181652971)

[**2.** **Main stages in the development** 4](#_Toc181652972)

[**3.** **Stages of the scrum methodology** 5](#_Toc181652973)

[**4.** **Implementation** 6](#_Toc181652974)

[**Conclusion** 8](#_Toc181652975)

# Team

**Scrum Trainer**

Dimitar Petrov Dimitrkaov – 10A

**Developers**

Boris Rumenov Milev – 10A

Nikolay Evgenievich Kalashnik – 10A

**Designer**

Plamen Raikov Petkov – 10A

# **Summary**

## **Objectives**

The objective of Spendly is to offer users a simple and efficient solution for tracking their expenditures.

## **Main stages in the development**

1. **Reflection on the topic**

In the first week, the team consistently gathered to exchange ideas and potential design solutions.

1. **Design**

Plamen Petkov oversaw the artistic design, and when developing a new window, input from everyone was taken into account, with their suggestions incorporated into the Figma program.

1. **Development**

The project advanced consistently, with tasks assigned to our developers on a daily basis and everyone working on them routinely. If any problems arose, team members sought each other’s help. Our effective collaboration allowed us to refine our idea repeatedly, leading to better results.

1. **Introducing**

For Spendly’s presentation, the team chose to split the slides, allowing each member to present their respective sections. The Scrum Trainer will primarily lead the presentation, as introducing the team and it’s concept is a key part of his role.

## **Stages of the scrum methodology**

1. Analysis over the assignment and topic

As the Scrum Trainer for the team, the initial step involved downloading the project instructions and thoroughly reviewing the requirements. This facilitated a clearer understanding of the task and allowed for effective planning of our approach.

1. First team meeting

During our initial meeting, the entire team convened to discuss the project requirements and identify each member’s strengths. We also brainstormed potential team names that would reflect our shared vision.

1. Emergence of an idea

Generating ideas is primarily the responsibility of the Scrum Trainer. They gather input from the team, select the most promising concepts, and present them for feedback. Together, we collaborate to refine these ideas, ensuring they align with our objectives.

1. Task assignment

The Scrum Trainer thoughtfully assigns tasks to each team member, considering their strengths and the available time. Responsibilities are distributed evenly, including to the Scrum Trainer, promoting a sense of teamwork and collaboration.

1. Communication between the team

Our team, guided by the Scrum Trainer, maintains open communication and regularly checks in on each other’s progress to ensure we are all advancing together. If someone encounters questions or challenges, we collaborate and provide support to find effective solutions.

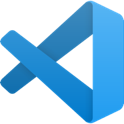
1. Presentation of the project

Presenting our work is crucial. The Scrum Trainer leads by explaining our concept to the audience for evaluation, while each team member contributes by presenting their individual sections.

## **Implementation**

Software for programming our project are:

[Qt](https://visualstudio.microsoft.com/) Creator and [Visual Studio Code](https://code.visualstudio.com/) 2022

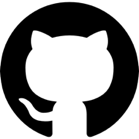


For the creation of our design the main program is :

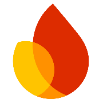
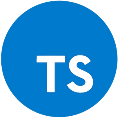
[Figma](https://www.figma.com/)

Our collaboration and communication tools are :

[GitHub](https://github.com/), [Git](https://git-scm.com/) and Teams.



Technologies of development are :

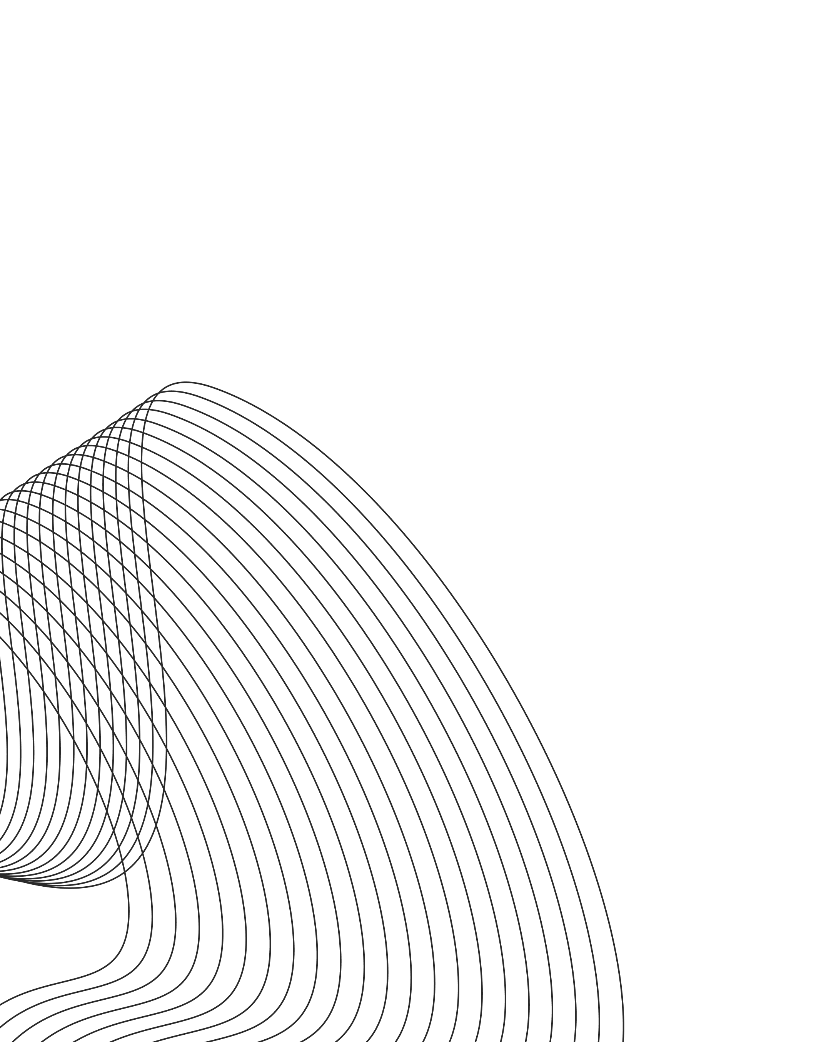
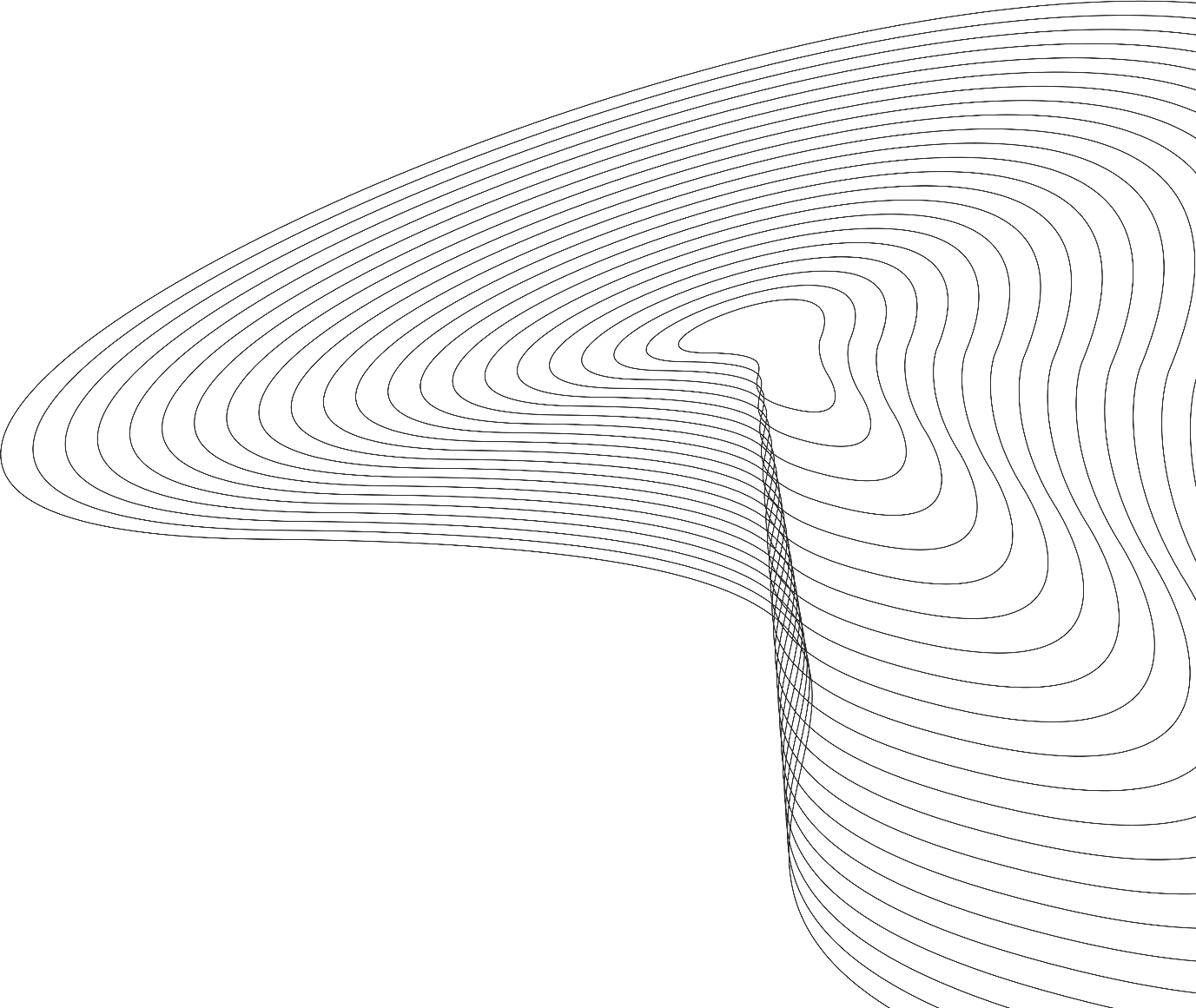


Software used for the documentation of the project are :

[Microsoft Word](https://www.microsoft.com/en-us/microsoft-365/word) and [Microsoft PowerPoint](https://www.microsoft.com/en-us/microsoft-365/powerpoint)



# **Conclusion**

 Spendly serves as a comprehensive spending-tracking solution, enabling users to monitor their expenses efficiently within a designated time frame. Our platform facilitates financial awareness and planning through features like receipt photo integration, organized reminders, and a detailed history of expenditures. Users can set financial goals and track their spending patterns conveniently using an intuitive dashboard, which enhances their overall money management and budgeting experience.