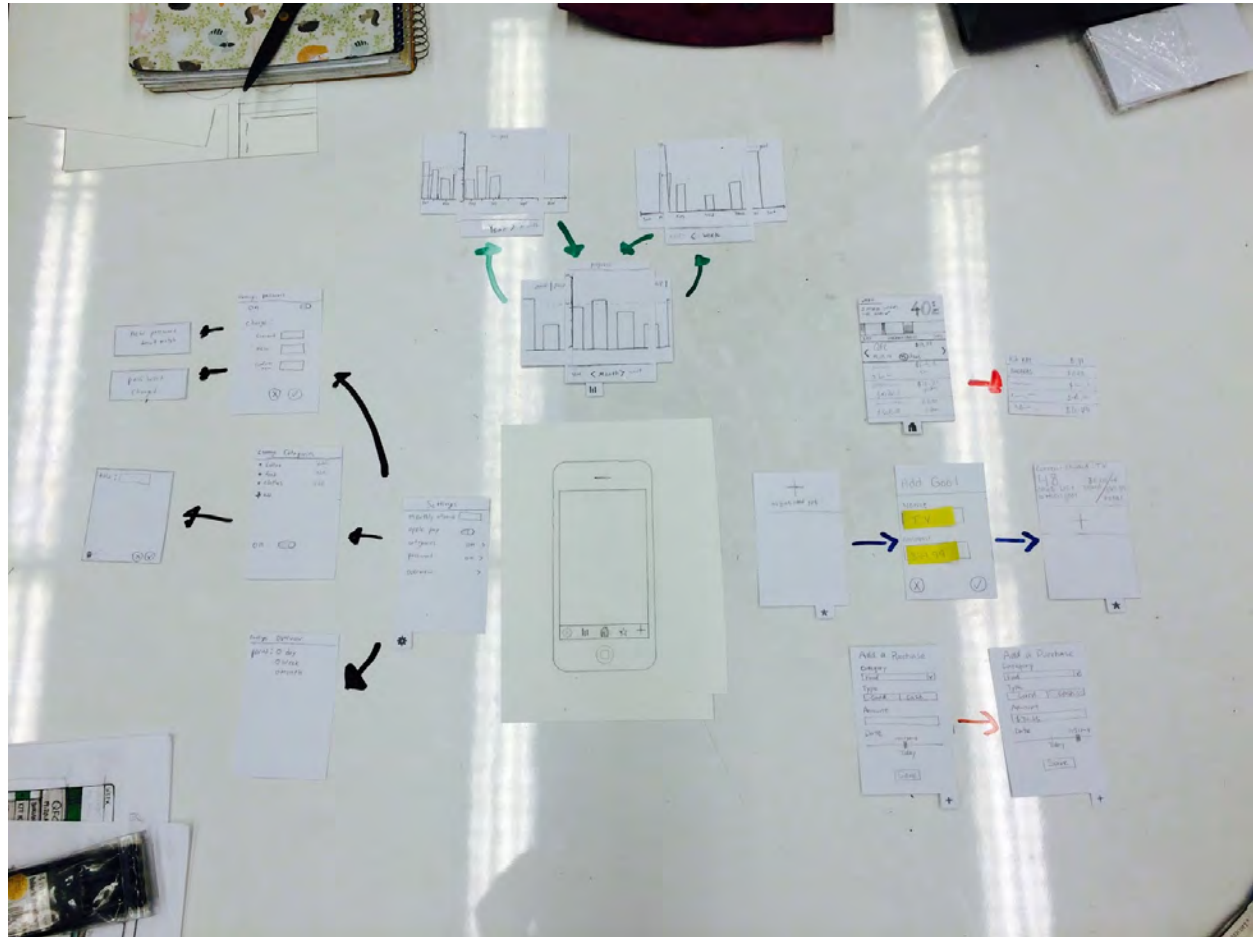Ka-ching Paper Prototypes
Acacio Domar, Wanlin Li, Andrea Martin & Elise Neroutsos

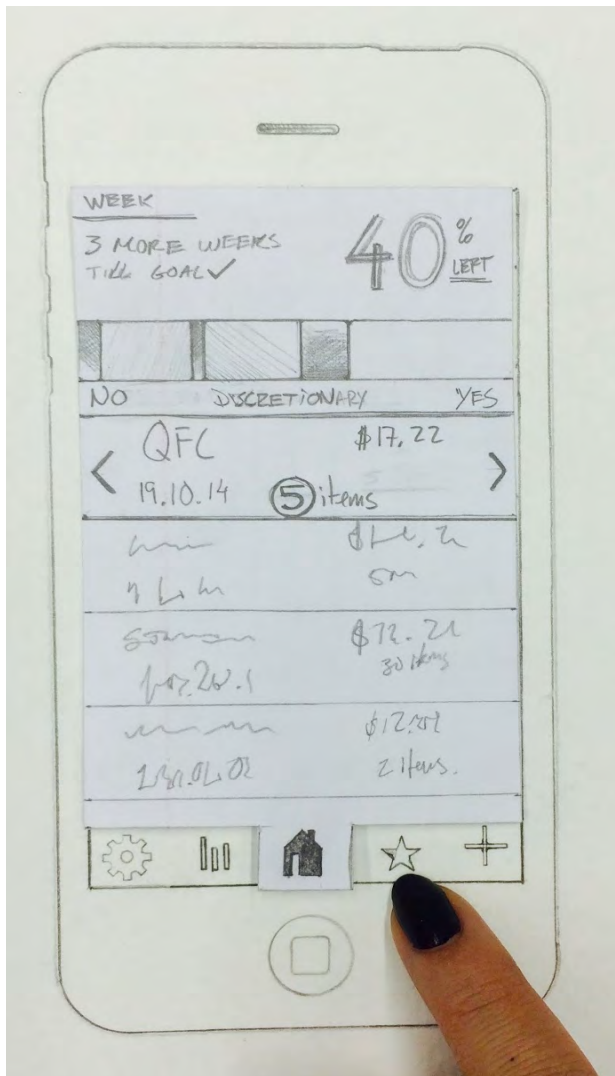Paper Prototype overview:

black = settings flow
green = progress / graphs flow
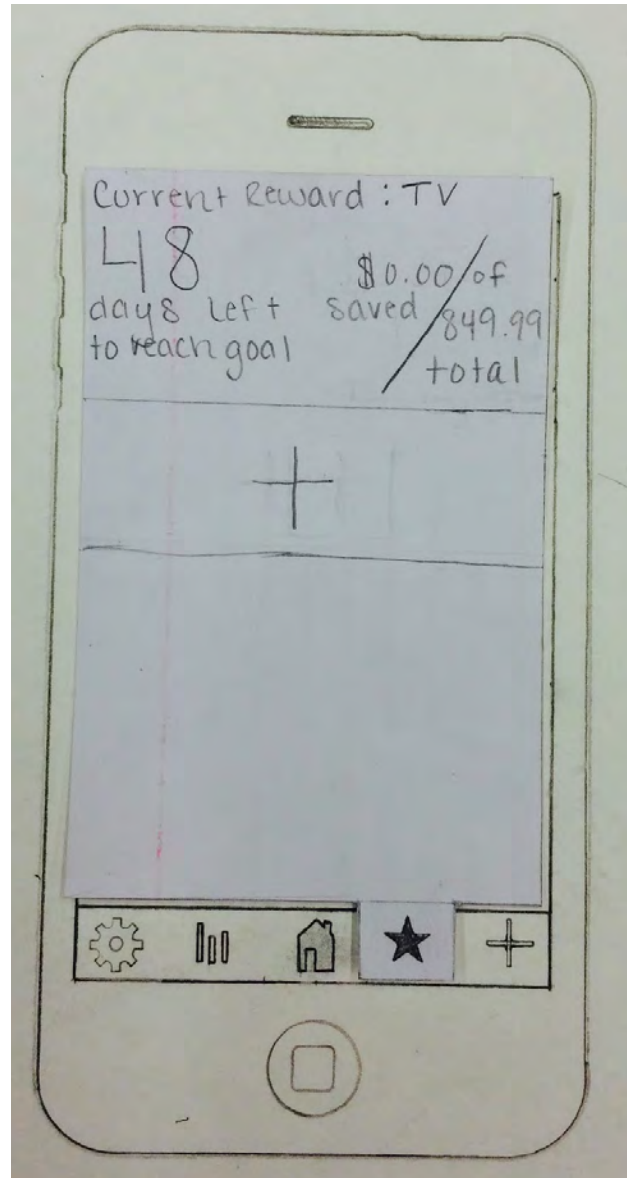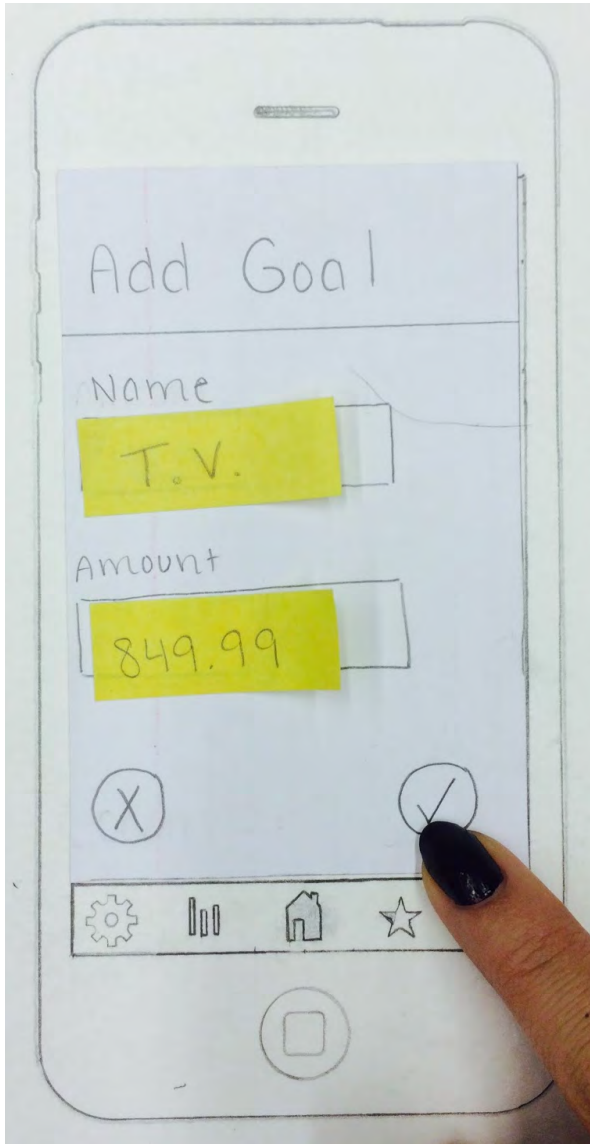red = home screen / designate recent purchase flow
blue = reward flow
orange = manual entry flow

Task 1:

The user wishes to enter a goal to save for and taps the star in the menu. This takes her to the goal screen where she has no goals currently set. She then taps to add a goal.

She then is taken to a screen to add in a goal. She enters that she would like a TV and the amount that she needs to save to the TV and taps the checkmark to save her goal. This takes her back to the goals screen where she can see her progress towards her goal.

Task 2:
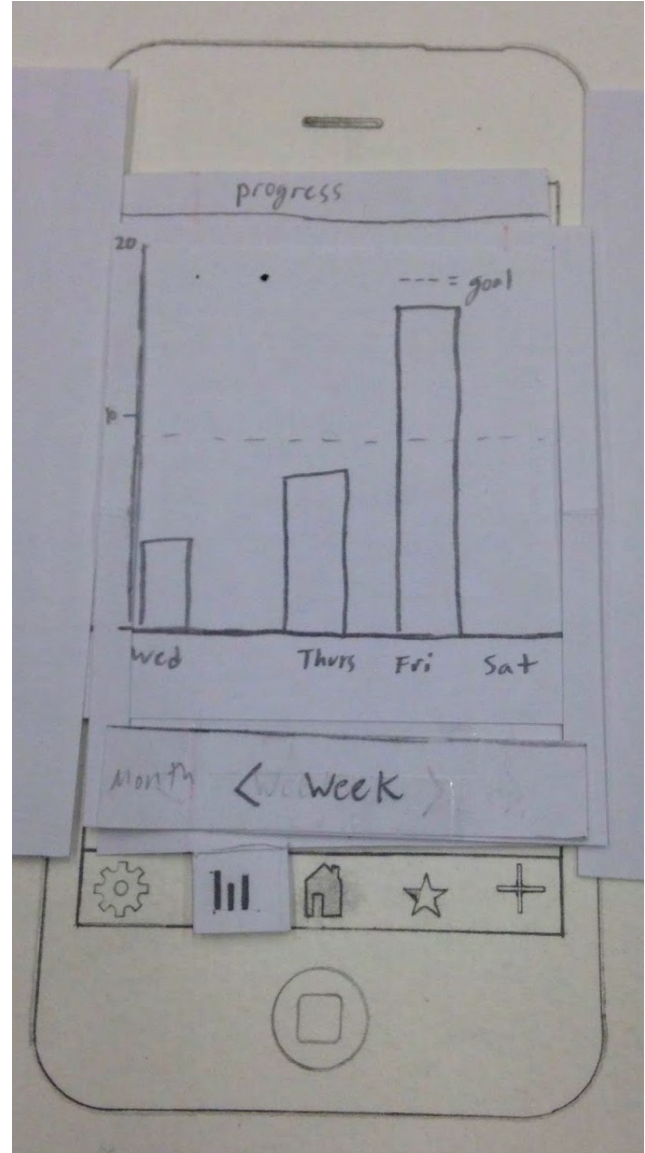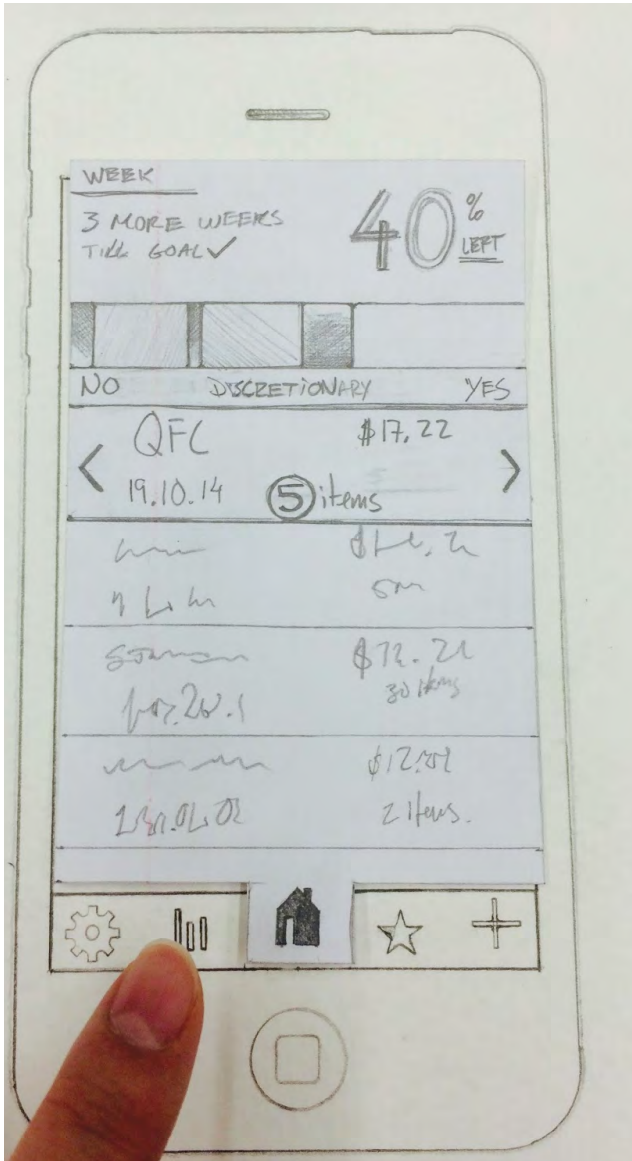
The user wants to see how they have been doing based on their current spending goals before they decide to buy something. They click over to their progress tab by clicking on the graph image on the navigation bar. The progress tab opens to their weekly spending graph and they see that they were over their spending on friday.
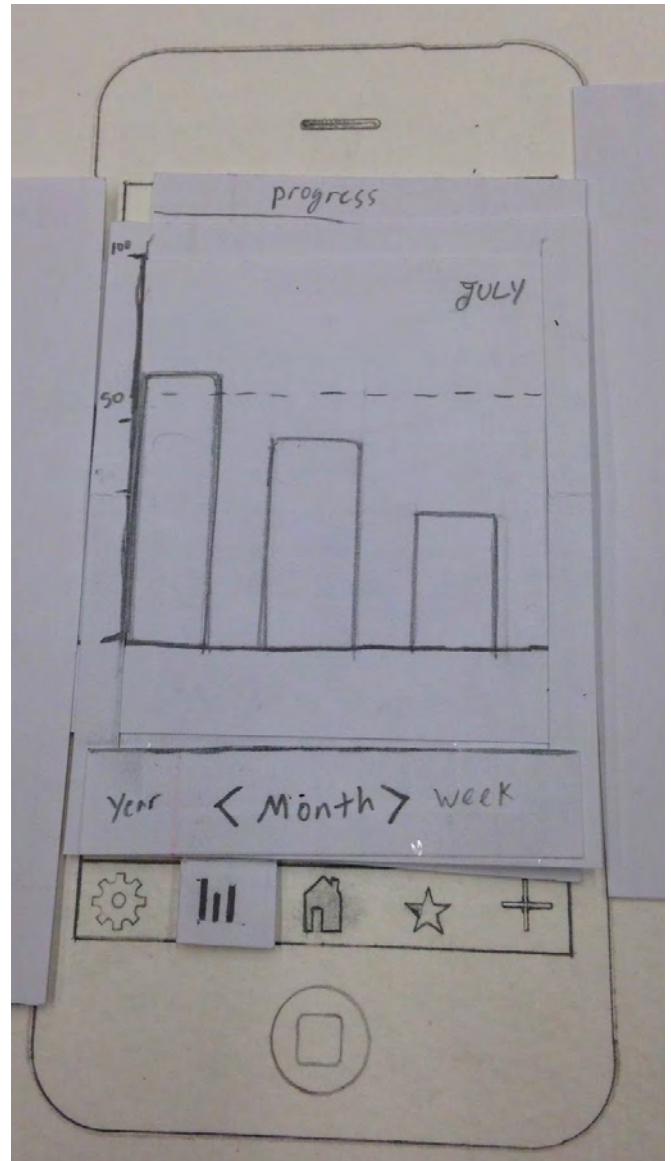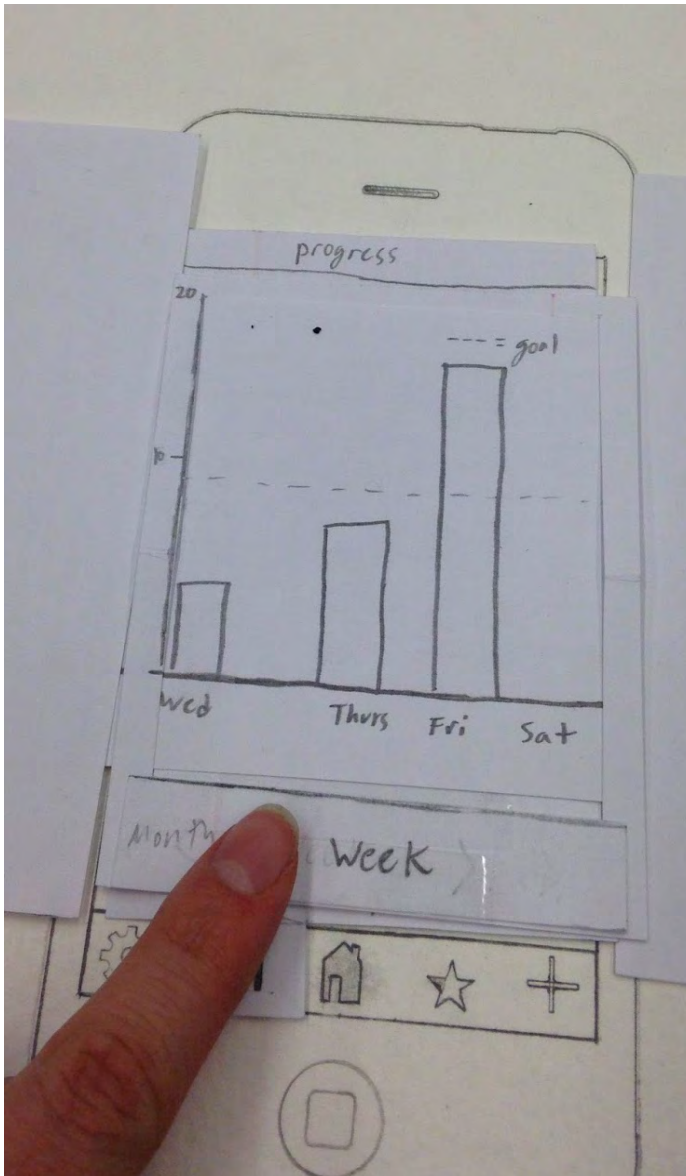
They want to see if they have been over under budget overall this week so they click on the left arrow by the week label and switch over to the month view.
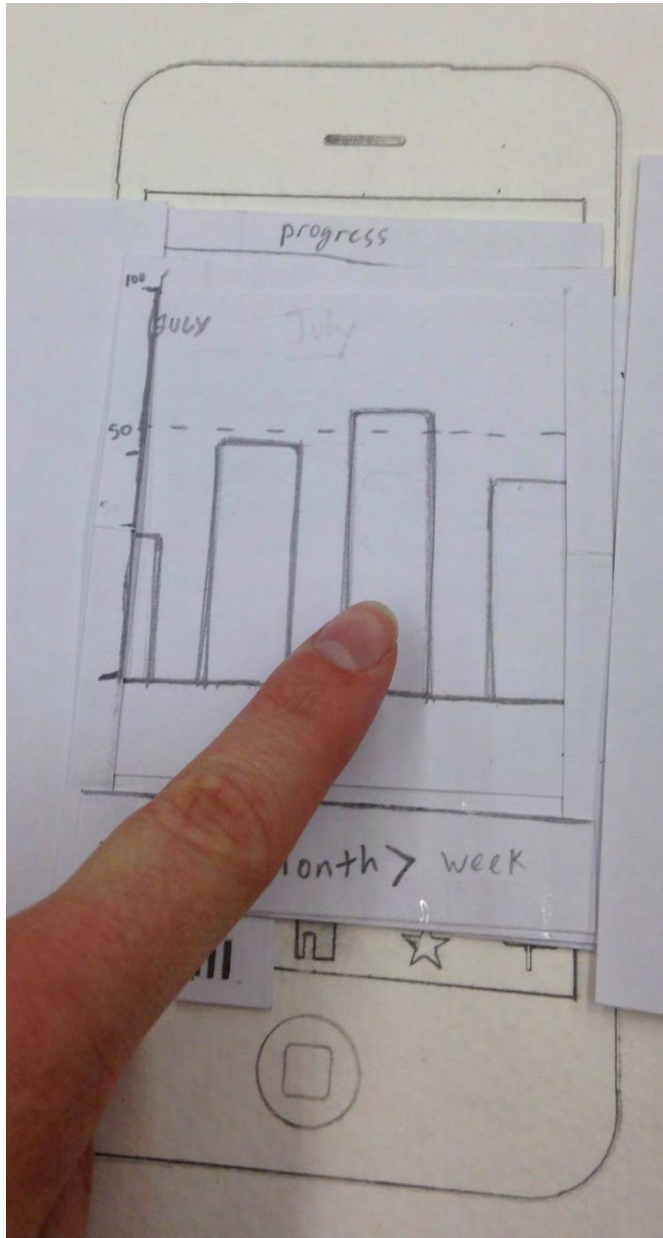
They can then scroll left or right through the month graph so see how they have been doing that month.