

To do for the assessment 2:

- prototypes (at different levels of detail, identifying critical and secondary tasks)
 - low : add homepage (dashboard...), add arrow to show the transitions
 - do a WOZ test, protocol for user study → we want to see how successfully they can
 - do the task : 3 tasks. One for each persona.
 - feedbacks (make it simpler, bigger, what we can improve +)
 - medium
 - transitions, contents(images, icons)
 - test interaction, user flow, if info well organised
 - high fidelity prototype : template, everything is finished
- user evaluations
- the evaluation plan for their final prototypes
- other components that the team find relevant to the presentation of their work.

Protocols:

- Marie: do a simulation of how long it takes to save 2000€ to buy a car.
- Pedro: Learn investment through ai chatbot.
- Élodie: Set a limit on evening outs of 200€.

To do for tomorrow :

- add homepage and transition
- test the low fidelity (do a document with all sibling's feedback)

To do for :

- do the architecture : hierarchy
- medium fidelity prototype

Main ideas

- Investment planner
 - option to get easy access to information and current (financial) news (interest rates in the country/bank, advice depending on the period and the economy, stocks news, etc.)
 - option to visualize how an investment might go (e.g. enter income, what you want to invest in, ... -> creates investing plan showing payments, time, at what moment it starts paying back, how much, etc.)
- Saving planner
 - Having "shared" folders, so multiple people can save up together (this means we also have single vaults)
 - Calculator of how much time is going to reach your goals

- Money management
 - set monthly limits on categories (clothing, food, etc) and warns you when you're approaching/reached the limit (or tells you to slow down if you're spending fast in the beginning of the month, etc.) +2
 - Progress bars with how much you have paid off
- Financial education (embedded in the other 3, but also with its own separate tab)
 - gamification of the whole app +3