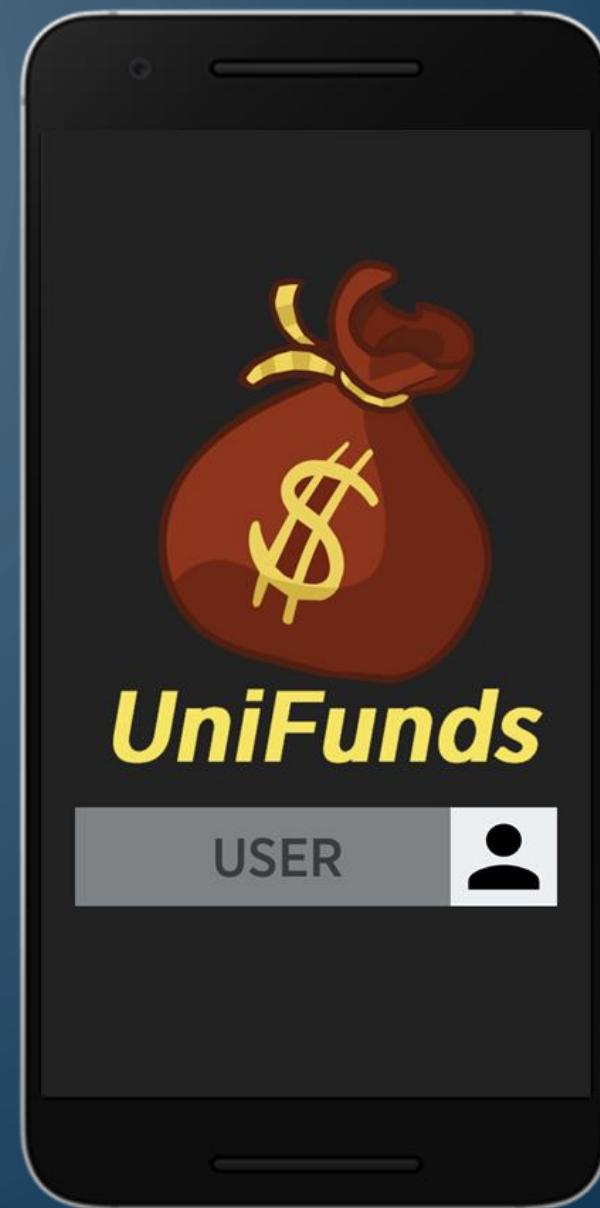


# UniFunds

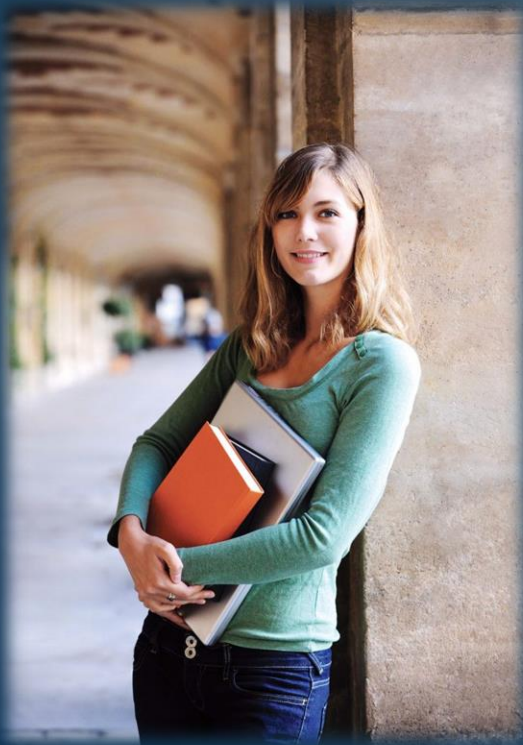
Universidade de Aveiro  
Interação Humano-Computador

84734 - Fábio Alves  
84831 - Sérgio de Aguiar



# Personas

## Maria Barata



Age: 20  
University: Lisbon  
Course: Marine Biology  
Current Grade: 2<sup>nd</sup>  
Employment: Part-time

**Motivation:** Maria would like to manage her monetary spending and income to minimize her financial issues.

## Tim Pawsey



Age: 19  
University: Exeter  
Course: Liberal Arts  
Current Grade: 1<sup>st</sup>  
Employment: Unemployed

**Motivation:** Tim desires to be able to more carefully track his money quantity, as well as his income, in a way that allows him to also make projections about coming months.

# Scenario 1: Checking your current balance

One of Tim's favorite writers just released a new novel and he is really excited, wanting to buy it after he leaves class. His problem though, is not remembering whether he has enough funds to last him for the month if he does so. Due to this, he decides to check his current balance on the app.

Tim can quickly find out his current balance within just two clicks of entering the app, as well as in most screens the app provides, seeing as it's visible at the top of them.

All Tim must do is enter the app with his own custom user and direct his attention to the top of the screen, where he has a helpful bar containing his available funds for every owned account.

This action was designed to be of fast and easy use by anyone due to being a core action in the system and the fact that it has a high frequency of use.



## Scenario 2: Alter your balance

Tim has just received some extra money from his family and wants to update his balance on the App.

Tim can quickly alter his balance by adding the received income in the appropriately named button present in the app's Home page.

Upon pressing the previously enunciated button, Tim is redirected to the page where he simply adds the data regarding how the income will be stored in the app's memory.

Once finished, Tim is presented with a pop-up window informing him about the action's result!

This action was designed to be of fast and easy use by anyone due to being a core action in the system and the fact that it has a high frequency of use.





# Scenario 3: Alter your Periodic Data

Maria's parents reduced her allowance and she got a part time job to compensate for the income loss, making it so she needs to more carefully keep track of her earning/spending of money. For that, she will use the App.

Maria can quickly add her part-time job's income data to the app by pressing the Incomes button present in the Home page.

Upon pressing the previously enunciated button, Maria adds the data regarding how the periodic income will be stored in the app's memory.

Once finished, Maria is presented with a pop-up window informing him about the action's result!

This action was designed to be of relatively fast and moderately easy use by anyone due to being a core action in the system and the fact that it has a semi-high frequency of use.



# Scenario 4: Manage Savings

Maria just had her birthday and was given some money by her grandparents. She wants to save it for when she is in real need, but still needs to track her overall available income. For that, she decides to use the App to take note of how much money she has put aside and, at the same time, how much she has available.

Maria can relatively quickly achieve this goal by simply visiting the Incomes page and altering the current account in use by using the bar present at the top of the screen, where she would normally check her current balance.

After the income addition is terminated, Maria is presented with a pop-up confirming its success and can verify that the added income is now present in her savings account instead of main account!

This action was designed to be of relatively fast and moderately easy use by anyone due to being a core action in the system and the fact that it has an average frequency of use.



# Add Funds / Add Savings

Paper Prototype

A hand-drawn paper prototype of a mobile app screen titled 'MANAGE FUNDS'. It features a header with 'Conta Normal' and 'Saldo 900.000'. Below the header are three input fields: 'Add money' with a checkmark, 'Amount' with a Euro symbol and a checkmark, and a larger 'Description' field. At the bottom is a 'Confirm' button. A navigation bar at the very bottom contains three icons labeled 'MENU', 'HOME', and 'LEAVE'.

Usability test

A digital mockup of a mobile app screen titled 'INCOMES'. It features a header with 'MAIN ACCOUNT' and 'Amount: 0.0 €'. Below the header are two tabs: 'ADD INCOMES' and 'MANAGE PERIODICS'. Under 'ADD INCOMES' is a 'Single Time' dropdown menu. Below that are three input fields: 'Income Name', 'Income Amount' (with '0.00' pre-filled), and 'Income Date' (with 'dd/mm/yyyy' pre-filled). At the bottom right is an 'ADD INCOME' button. A navigation bar at the very bottom contains three icons labeled 'Settings', 'Incomes', and 'Back'.

Final

A final digital mockup of a mobile app screen titled 'INCOMES'. It features a header with 'MAIN ACCOUNT' and 'Amount: 0.0 €'. Below the header are two tabs: 'ADD INCOMES' and 'MANAGE PERIODICS'. Under 'ADD INCOMES' is a 'Single Time' dropdown menu. Below that are three input fields: 'Income Name', 'Income Amount' (with '0.00' pre-filled), and 'Income Date' (with 'dd/mm/yyyy' pre-filled). To the right of the 'Income Date' field is a 'TODAY' button. At the bottom right is an 'ADD INCOME' button. A navigation bar at the very bottom contains three icons labeled 'Settings', 'Incomes', and 'Back'.

- Change menu content
- Rename fields
- Add date
- Button autocomplete

# Remove Funds / Remove Savings

Paper Prototype

A hand-drawn paper prototype of a mobile app screen titled 'MANAGE FUNDS'. It features a header with 'Conta Normal' and 'Saldo 900.000'. Below the header are three input fields: 'Add money' with a checkmark, 'Amount' with a Euro symbol and a checkmark, and a larger 'Description' field. At the bottom is a 'Confirm' button. The bottom navigation bar has three icons labeled 'MENU', 'HOME', and 'LEAVE'.

Usability test

A digital mockup of a mobile app screen titled 'EXPENSES'. It features a header with 'MAIN ACCOUNT' and 'Amount: 0.0 €'. Below the header are two tabs: 'ADD EXPENSES' and 'MANAGE PERIODICS'. Under 'ADD EXPENSES' is a 'Single Time' dropdown menu. Below that are three input fields: 'Expense Name', 'Expense Amount' (with '0.00' entered), and 'Income Date' (with 'dd/mm/yyyy' entered). At the bottom right is an 'ADD EXPENSE' button. The bottom navigation bar has three icons labeled 'Settings', 'Expenses', and 'Back'.

Final

A digital mockup of a mobile app screen titled 'EXPENSES'. It features a header with 'MAIN ACCOUNT' and 'Amount: 0.0 €'. Below the header are two tabs: 'ADD EXPENSES' and 'MANAGE PERIODICS'. Under 'ADD EXPENSES' is a 'Single Time' dropdown menu. Below that are three input fields: 'Expense Name', 'Expense Amount' (with '0.00' entered), and 'Income Date' (with 'dd/mm/yyyy' entered). To the right of the 'Income Date' field is a 'TODAY' button. At the bottom right is an 'ADD EXPENSE' button. The bottom navigation bar has three icons labeled 'Settings', 'Expenses', and 'Back'.

- Change menu content
- Rename fields
- Add date
- Button autocomplete

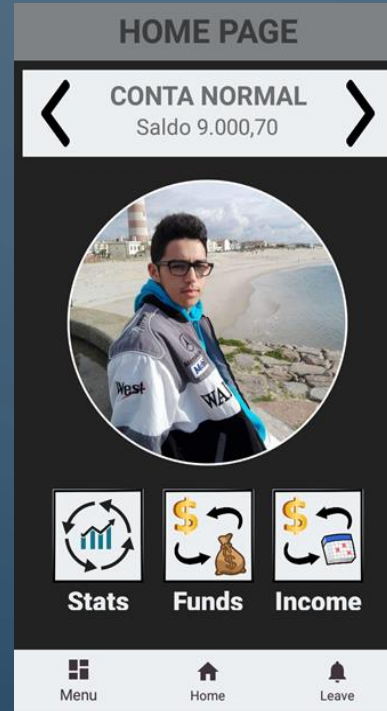


# Check Available Balance / Check Savings

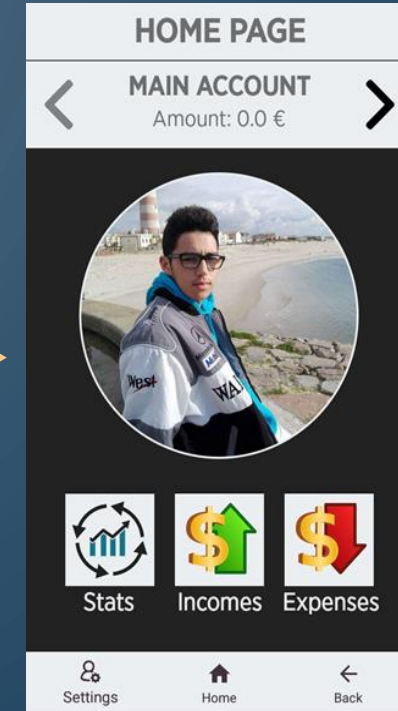
Paper Prototype



Test



Final



- Change bottom and top bar
- Change sub menus

# Remove Funds / Remove Savings

Paper Prototype

Hand-drawn paper prototype of the 'Manage Income' screen. The title is 'Manage Income'. Below it, 'Conta Normal' and 'Saldo 900 000' are written. There are two buttons: 'Add Income' and 'Current Income'. Below these are two input fields: 'Amount (Nº)' with a '\$' symbol and a checkmark, and 'Description'. Below the description is another input field: 'Period (Nº)' with 'day' and a checkmark. At the bottom, there are two buttons: 'add Confirm' and 'remove Confirm'. A navigation bar at the very bottom has three icons: a menu icon labeled 'MENU', a home icon labeled 'HOME', and a back icon labeled 'LEAVE'.

Usability test

Usability test version of the 'INCOMES' screen. The title is 'INCOMES'. Below it, 'MAIN ACCOUNT' and 'Amount: 0.0 €' are displayed. There are two buttons: 'ADD INCOMES' and 'MANAGE PERIODICS'. Below these are two dropdown menus: 'Periodic' and 'Income Name'. Below the 'Income Name' dropdown is an input field labeled 'Income name'. Below that is an input field labeled 'Income Amount' with the value '0.00'. Below that is a dropdown menu labeled 'Income Frequency' with the value '0 days'. At the bottom right is a button labeled 'ADD INCOME'. A navigation bar at the very bottom has three icons: a settings icon labeled 'Settings', a dollar sign icon labeled 'Incomes', and a back icon labeled 'Back'.

Final

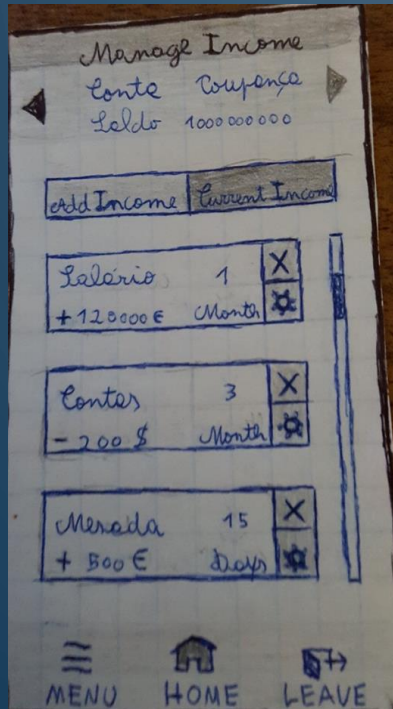
Final version of the 'INCOMES' screen. The title is 'INCOMES'. Below it, 'MAIN ACCOUNT' and 'Amount: 0.0 €' are displayed. There are two buttons: 'ADD INCOMES' and 'MANAGE PERIODICS'. Below these are two dropdown menus: 'Periodic' and 'Income Name'. Below the 'Income Name' dropdown is an input field labeled 'Income name'. Below that is an input field labeled 'Income Amount' with the value '0.00'. Below that is a dropdown menu labeled 'Income Frequency' with the value '0 days'. At the bottom right is a button labeled 'ADD INCOME'. A navigation bar at the very bottom has three icons: a settings icon labeled 'Settings', a dollar sign icon labeled 'Incomes', and a back icon labeled 'Back'.

- Change fields order
- Rename fields
- Relocate functionality

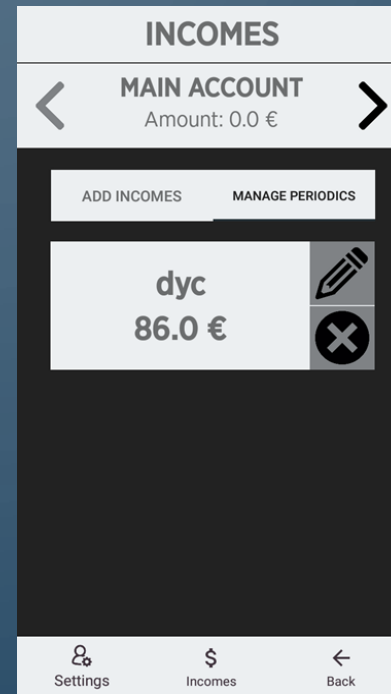
- Add word

# Edit Periodic Income

Paper Prototype



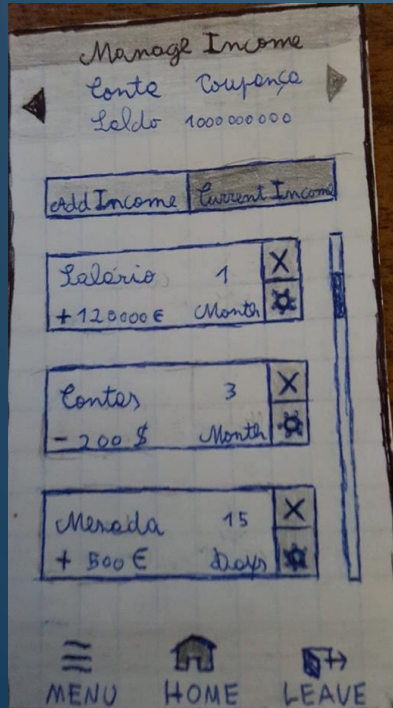
Usability test / Final



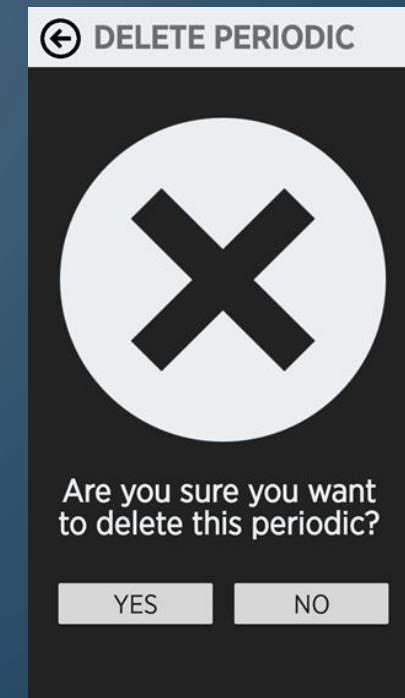
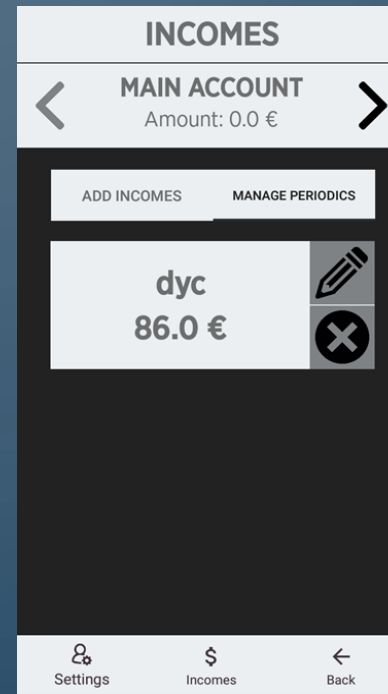
- Change bottom bar
- Rename fields
- Add inexistent window
- Remove scroll

# Remove Periodic Income

Paper Prototype



Usability test / Final

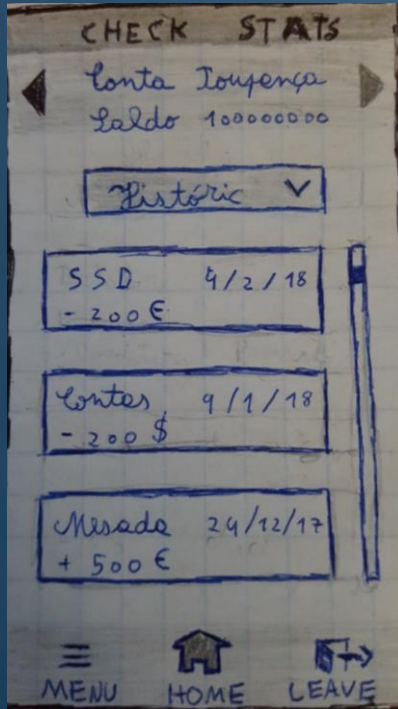


- Change bottom bar
- Rename fields
- Remove scroll
- Add inexistent window

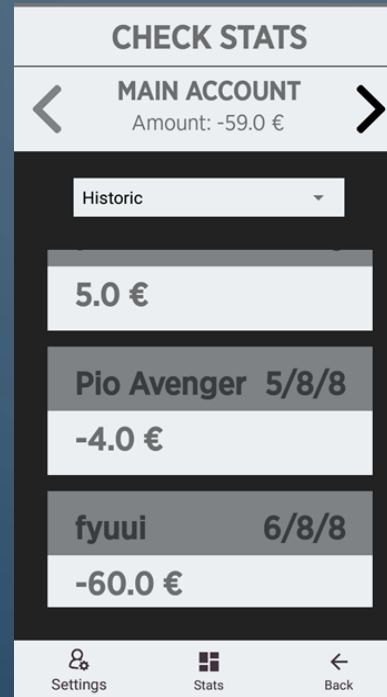


# Check Previous Data

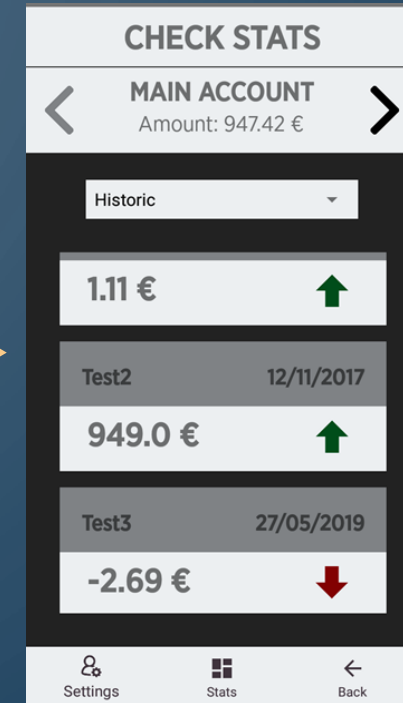
Paper Prototype



Usability test



Final

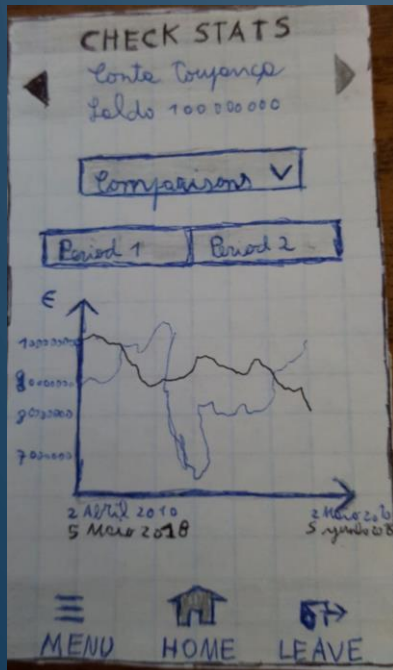


- Change bottom bar
- Remove scroll

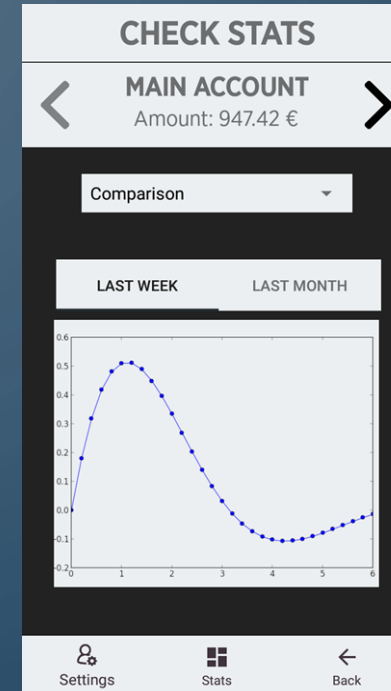
- Add color arrow

# Check Data Between Periods

## Paper Prototype



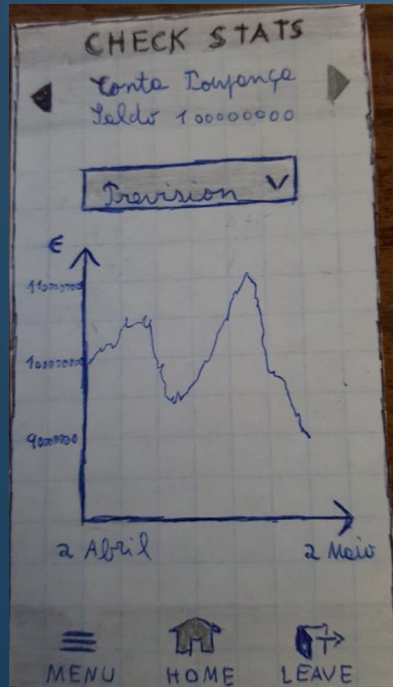
## Usability test / Final



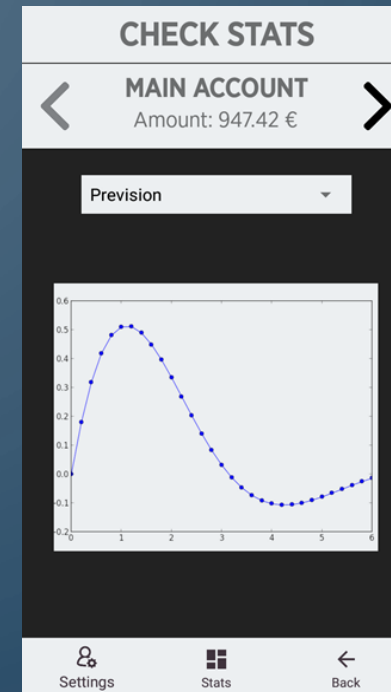
- Change bottom bar

# Check Expected Funds

Paper Prototype



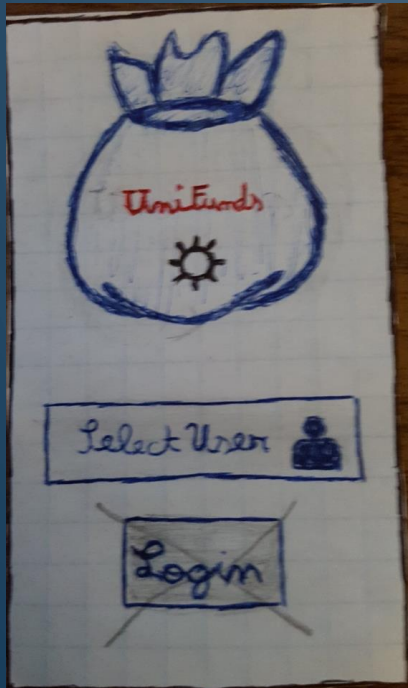
Usability test / Final



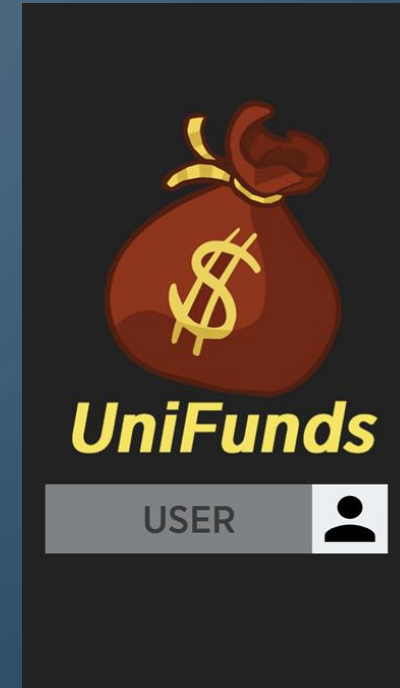
- Change bottom bar

# Start Page

Paper Prototype



Usability test / Final



- Remove login

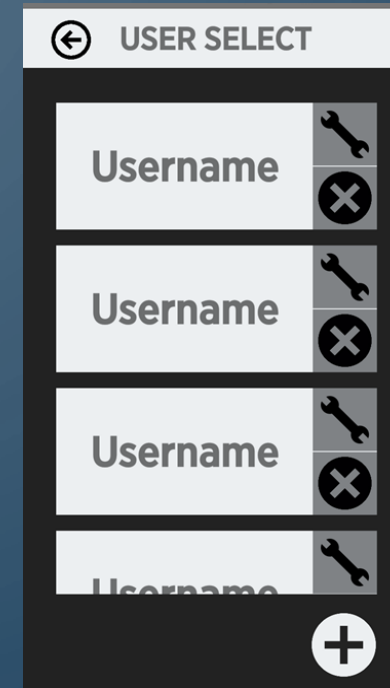


# Chose User

Paper Prototype



Usability test / Final

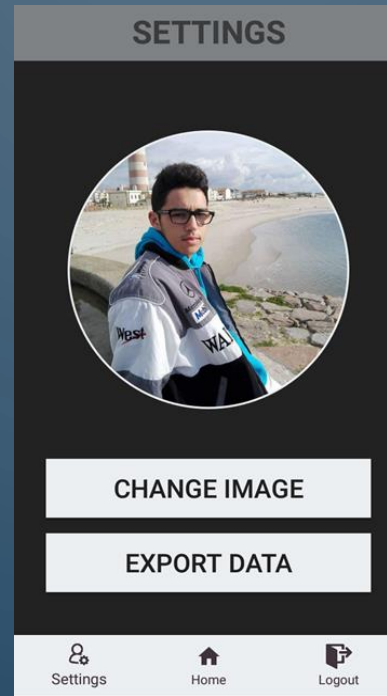


# Change user data

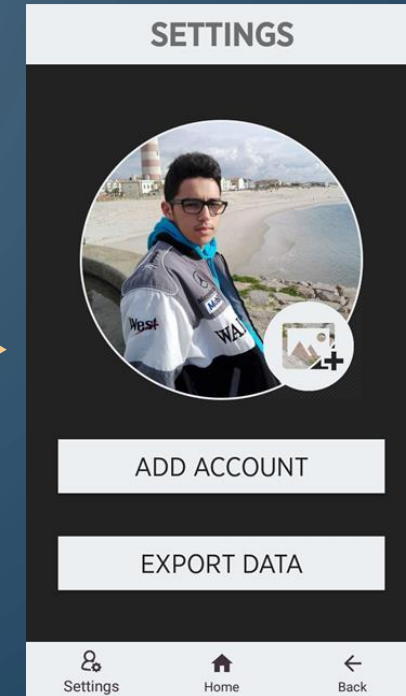
Paper Prototype



Test



Final



- Change bottom bar fields
- Add functionality
- Move functionality

# Stats

