Our tasks in the app

1. Create Account

2. Delete the 'Housing' expenses of categories

3. Add new expense in 'Food'. Details:
   a. The description is: Bilhetes Arraial
   b. Total Amount is 5,00€ but we want to divide with 'Maria Pinto' in 2 equal parts

4. Change the category of new expense to 'University' expenses

Change the amount of the new expense

<mark>Reunion: We can remove this part to emphasise more others</mark>

5. Go to investments and learn about what are stocks

6. Go to menu and see the bank accounts available

7. See the info of friend 'Fénix'

8. Schedule a new payment: Pay the University fee using the Santander account and make the payment through NIB

Changes from mid prototype to high prototype (besides the colours)

1. **Time consuming to create an account**

Feedback: The create an account itself is too long

Change: Instead of entering mobile + email, make entry with other information. Like tax number and email, or tax number and mobile, or just mobile or email.

<mark>Reunion: We talk about just ask to user if he want to use the phone number or mail</mark>

2. **The quantity of text**

Feedback: Too much text

Change: Creation of buttons with icons, more images and more colours in order to create a more appealing application.

3. **Use of space**

Feedback: Poorly used space, too much blank space

Change: Instead of creating new pages for some of the tasks or showing the page almost empty:

-   Pop up windows have been created and it gives the illusion of better use of space, instead of having almost all blank windows (in the 'done' confirmation for example).

-   In the Housing expense, which is deleted in one of the taks, were also added more expenses to fill the page

-   In the scheduled payments I left the features that were already there, but put some scheduled payments as well as the ability to see the history, whether the scheduled payments complete or rejected payments. The payments on hold are actually the scheduled ones.
-   In the connect with friends I added the favourite contacts (more recurrent) to occupy the bottom part

4. **Position of the menu**

Feedback: Normally the menu appears on the left

Change: I find this change irrelevant. Visually I prefer it on the right, but to be faithful to the feedback I put it on the left

Other changes:

1. When logging in or scheduling payments, it is important to let the user know what step they are at. That's why bars were placed on top to inform the user in which step he is.

<mark>Reunion: We see that there is important to have one 'previous step'</mark>

2. To give more coherence to the application between its functionalities the following changes were made:

   - In the menu the option 'investments' was removed because it is already presented in the home page

   - In 'Connect with Friends' the functionality is related to see friends list, add friends. If the option 'Split bill with a friend' is chosen the page is redirected to the page of adding a new expense. As it is already shown how you wanted a new expense and split it with friend, this process is not repeated as there are more important features to demonstrate and not so much time in the presentation/video. Instead it is shown the kind of information that appears when you see a contact/friend: The kind of payment that can be used and the history (completed, scheduled and denied payments)

   - In the menu when doing 'schedule' new payment a 'Choose type of expense' part was placed so that this scheduled payment is registered directly in the expense category (shows the efficiency of the application)

3. Despite appearing the option to add a new friend, this process is not shown because there are already many features shown in the application and some are more important to deepen than others.

Changes considering the feedbacks received after doing tests on high prototype

1. Feedback: The confirm and cancel button on the second task are not centered

   Changes: We correct the position of the hitbox so that the user can click it correctly.

2. Feedback: The buttons are too small (The green right button hitbox in the registration is too small)

   Changes: We increase the hitbox of the buttons with checkmarks, so the user can click it more easily.

3. Feedback: The "certo" icon has the same color as the return button.

    Changes: We change the color of the "certo" icon, so it no longer has the same color as the return button.

4. Feedback: It is better to change the "Return" on the last steps of tasks 3 to "OK" or "Accept".

    Changes: The "Return" button on each finish step is renamed as "OK", so the user can feel like having more interaction with this step.