

## Project 1

My app idea for project 1 is to create a simple spending tracker. The app would ask the user to input how much they have just spent and add that to a cumulative total for the week and the month. My inspiration for this app is myself. I constantly try to get more control of my spending habits so I can spend less and save more. I have tried other spending tracking apps in the past but I never stick to any of them because they are overly complicated and I'm not interested in putting more time and effort into the app itself I'm simply trying to keep my spending in check. The goal of this app is to simply and efficiently track the spending I have just done, it would take me no more than 5 second from the time I swipe my card to track this spend on my phone.

My intended audience are people like me who want to keep their spending in check while minimizing the hassle of using overly complex tracking apps. The problem this app is solving is keeping track of how much you have spent and setting a weekly goal that you try to stay under.

After doing some research now and before I have found more than a few apps that try to do the same on the App Store. Mine will be different in a couple of ways. First, some apps on the app store connect with your credit and debit cards to automatically track the spending you do for you, in an attempt to make the tracking process easier for the user, I find that the automatization of the tracking actually takes away from the effectiveness of the app. At least with myself, I am more likely to be aware of my spending if I must be reminded to think about what I have just swiped my card for, and track it manually as opposed to having it done for me. When I used those automatic tracking apps I tended to forget about them and would open them and check them less regularly. Second, it will be a stripped-down version that focuses on the core idea instead of implementing layers of features that may or may not serve a purpose but almost always make the app more complicated and harder to use.

The content for my app wont require many outside sources. Mostly text and input boxes will make the app work but I might bring in some icons and small graphics for aesthetic purposes. I may go with a design that includes a graph breakdown of spending categories and if that's the case I might need to find a way to do a visual graph and bring that in from somewhere else.