**Money App**

**Main Features**

* Help with numbers, reading + counting.
* Take a picture of how much money they have before they go shopping.
* When they are about to pay for their shopping, they should be able to take a photo of the total amount.
* The app will show me what notes and coins to give to the shop assistant.
* They will know what money to give to the cashier
* They will take a photo of the change
* The app will tell me if it is the correct change.
* The app will update the amount on their wallet/purse.

1. Camera
2. Wallet/Purse - database
3. TTS/STT features – microphone, sound icons, text boxes etc.

**Objectives:**

* Designing of the app – colours, universal design, metaphors etc.
* Developing of the app – Coding etc.
* Testing the app – Communicating with Users/Helpers
* Planning – Use cases, Feasibility study etc.

**Questions:**

1. What sort of help with numbers, reading and counting do they need? What do they understand? What do they not understand?
2. Should it display only pictures or both pictures writing and numbers? E.g., when it is displaying the amount needed to be given to the cashier.
3. Should wallet be reset every day, or will they be able to do it manually because they might have a different amount with them which would be different to the amount on their wallet?
4. What is your favourite colour?
5. What is your favourite logo design colour and why? Any suggestion on colour choice?
6. Is there a feature in the prototype you would like to see more of?
7. Is there something we can do to improve the user experience?
8. Did we provide sufficient information in the prototype?
9. What would you say is your favourite feature in the prototype?
10. What would you say is your least favourite in the prototype?
11. Any suggestions on how we can improve the user interface? (Colours, Font, Pics, Etc)
12. How was your experience with the prototype?
13. Do you see this app being practical to you?