BillPal

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GEORGIA STATE UNIVERSITY -

CSC 4720 HUMAN COMPUTER INTERACTION SPRING 2019 - MRS. CAROL BALES

Introduction

OVERVIEW:
During the last ten years, we have watched the fascinating growth of technology. Various sectors have emerged and are now part of everyday life, such as communication, shopping, internet television and music. Fast and widespread adoption eventually led to developments in the banking sector, and nowadays it is hugely popular to have an online subscription to some service, especially among young adults. The ability to easily subscribe to multiple services introduced a problem, - management of one's money.

Our proposed solution is **BillPal**, a billing information management system which allows the user to securely store one's billing information, distribute it across various service providers (Netflix, Hulu, etc.) and manage the associated subscriptions. Adding, removing, and if applicable, pausing a subscription are key functionalities of our application. The home screen provides the dates of upcoming payments by a quick glance, also showing the total monthly payment.

TECHNICAL REQUIREMENTS:

- Sign up & Login
- Add/Remove Debit/Credit Card
- Add New Bill/Subscription
- View Bill/Subscription
- Learn More

TECHNOLOGIES USED:
Lucidchart (Flowchart)
Adobe XD (Wireframe & Prototype)
Adobe Photoshop & Illustrator (Design & Artwork)
Rotato Beta Version (Motion Design & Presentation)

INITIAL CONCEPTS & METHODS:

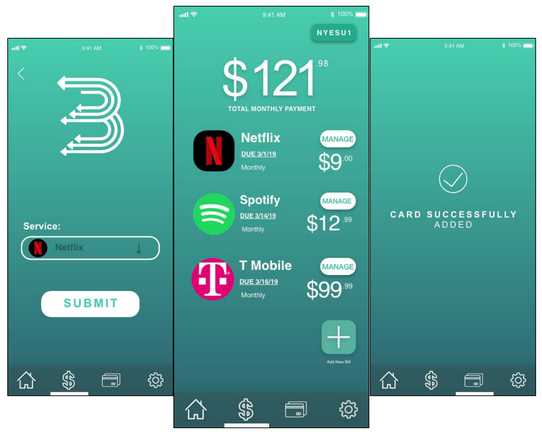
-1. Single point of billing management

2. Calendar for displaying due dates of subscriptions/bills

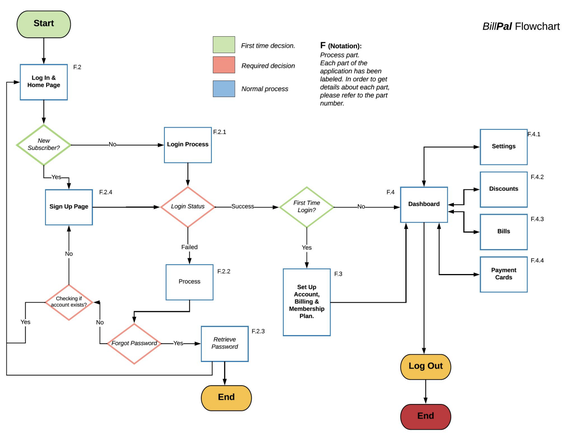
3. Add a bill directly from the application

4. Obtain any applicable discounts

5. Ability to pause or remove a subscription directly from the application



INTERACTION DESIGN:



Results

A concept of **BillPal** which we will hopefully launch in the future. We have reached this stage by going through various stages of development. We first identified our target audience, then mocked up a draft of our interaction design, which led to the UI design. A prototype was created, and with the help of a usability test plan and guerilla testing, we were able to receive vital feedback from our participant users. Many suggestions were implemented and we are now looking forward into focusing more on the security and privacy aspect of the application.

FUTURE PHASES:

1. Coding (Planning on using technologies such Java, JavaFx, MySQL, GitHub, etc)
2. Testing
3. Beta release
4. Implement changes from feedback
5. Launch

CREDITS:

1. Mrs. Carol **Bales** (Supervisor & Teacher)
2. Ernest **Mujambere** (Project Coordinator, UI & UX Design, Process Design)
3. Nicholas **Yesu** (UI & UX Design, Prototype)
4. Jeff **Au** (Prototype, Documentation, QA)
5. Zanas **Tumasonis** (QA, Documentation)

Conclusions

We faced multiple challenges, especially in the beginning: trying to understand how we want our application to look and feel, how we identify and present ourselves as a brand people would trust, what core functionality do we really need, and where we're just wasting development time. Going through these stages has helped us immensely in understanding the difficulties faced by design teams, and the miscommunication they may have with the initial requirements presented. We are excited to look towards the bright future and see where this takes us next.

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