

## Ideation Phase

### Brainstorm & Idea Prioritization

|               |                             |
|---------------|-----------------------------|
| Date          | 19-02-2026                  |
| Team ID       | LTVIP2026TMIDS66350         |
| Project Name  | Calculating family expenses |
| Maximum Marks | 4 Marks                     |

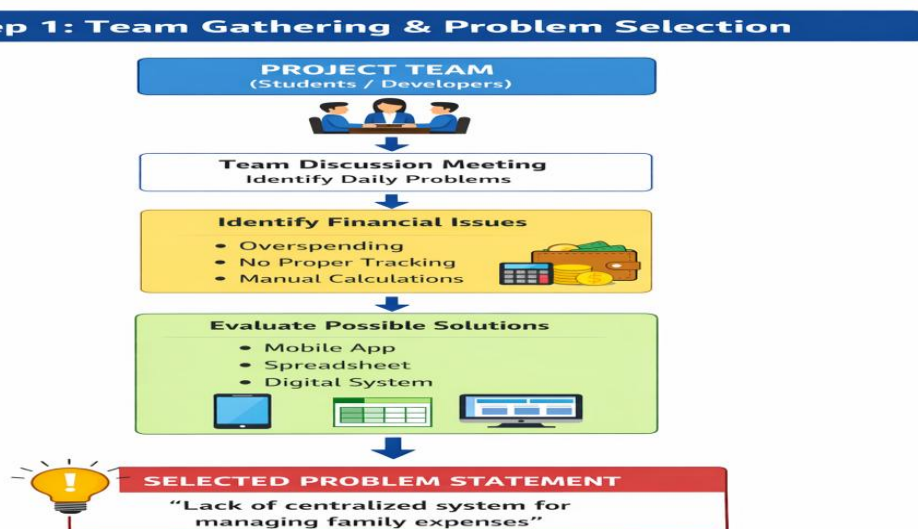
#### Brainstorm & Idea Prioritization :

Brainstorming for a family expense calculation system should focus on improving financial awareness, ease of tracking, automation, and decision-making for households. High-impact foundational ideas include daily expense entry, automatic total calculation, expense categorization, budget setting, real-time tracking, and report generation. More advanced features may include alerts for overspending, analytics dashboards, predictive budgeting, multi-user support for family members, and mobile integration.

When prioritizing, an impact-versus-effort approach is used. High-impact and low-effort features such as expense entry forms and automatic calculations should be implemented first. High-impact but complex features like predictive analytics or AI-based recommendations can be planned for later stages. Low-impact and high-effort features should be deprioritized.

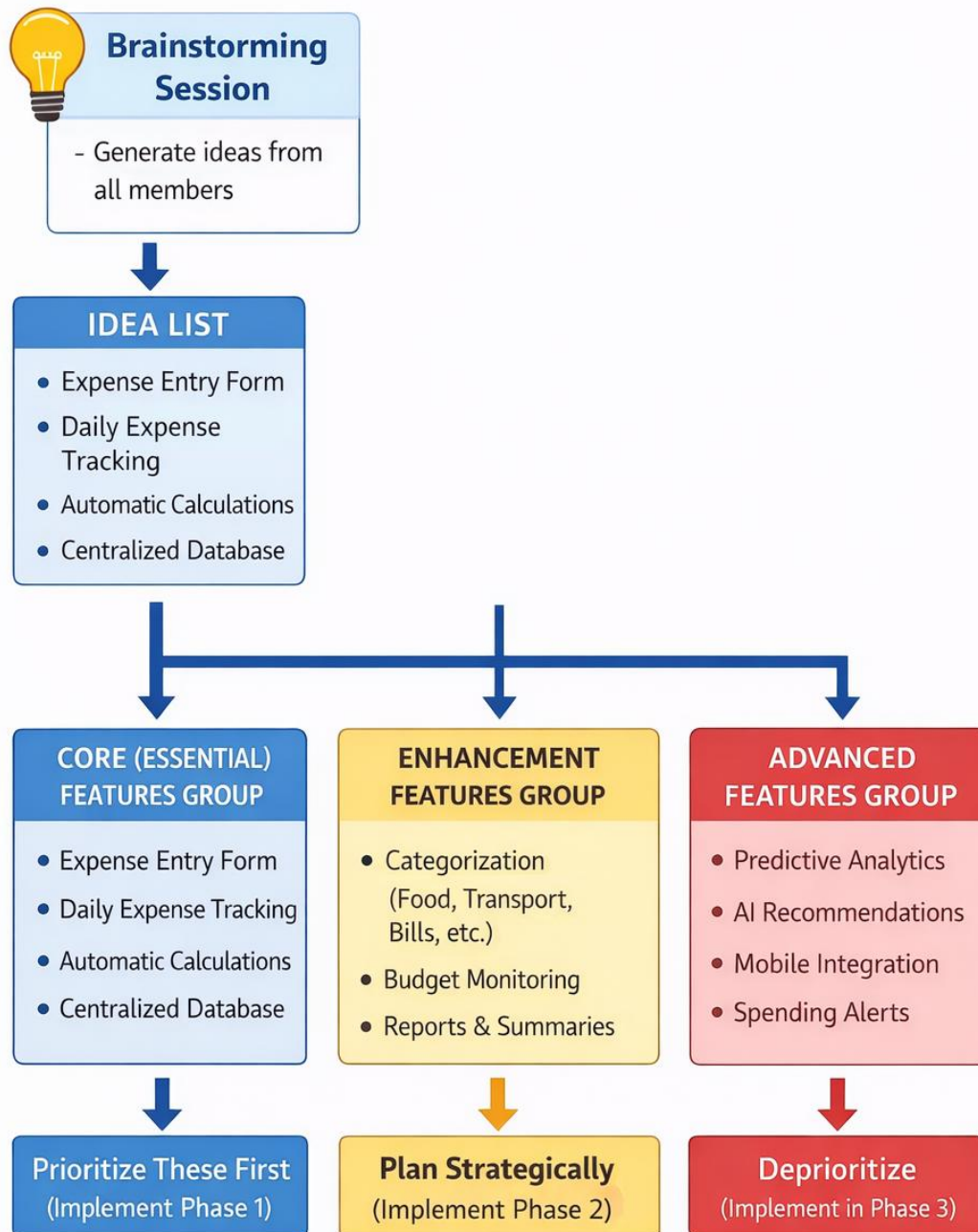
The ideal implementation follows a phased approach — starting with basic expense recording and calculation, then optimizing with reporting and budget features, and finally adding advanced intelligence and integrations. This ensures the system is practical, user-friendly, and scalable for families of different sizes.

#### Step-1: Team Gathering, Collaboration and Select the Problem Statement



## Step-2: Brainstorm, Idea Listing and Grouping

### Step 2: Brainstorming & Idea Grouping



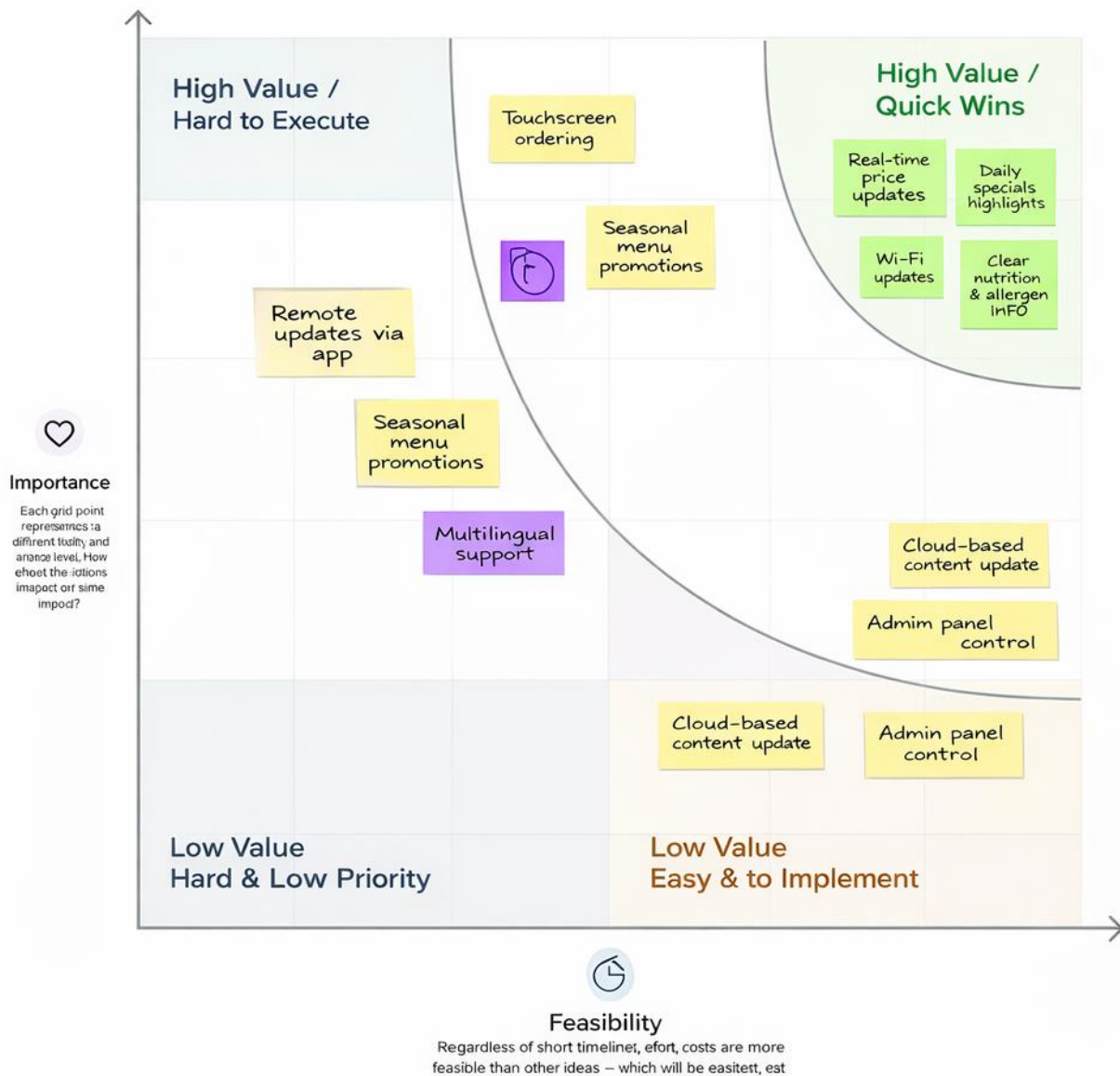
### Step-3: Idea Prioritization:

4

## Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which **ideas are important** and which are feasible.

🕒 20 minutes



High Value / Quick Wins

Low Value / Easy to Implement

High Value / Hard to Execute

Low Value / Hard & Low Priority