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01 Project Idea

Children's finance management app

The methodology scrum methodology

Project management tool
ASANA

Output and the code

Faced ProblemsDescription of challenges



Main functions







Create an account that includes child information



Goals

The child sets an amount to achieve in a given time period



Challenges

The child can challenge
his friends to reach a
specific financial goal,
Moafer will determine the
winner at the end of each
challenge



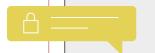


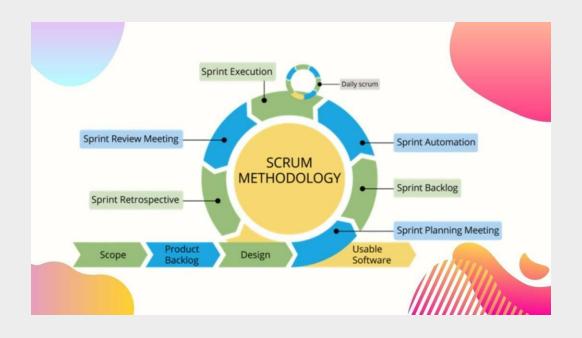






scrum







Why Scrum?





High quality



High productivity



Low cost





ASANA



Keep work and goals organized in one place



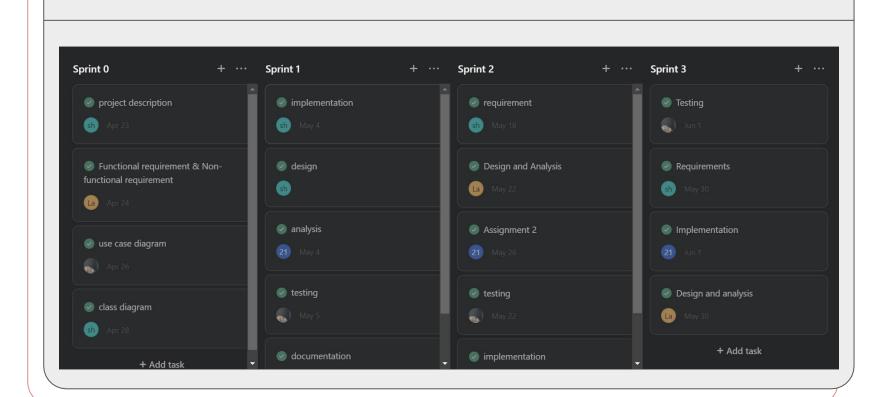


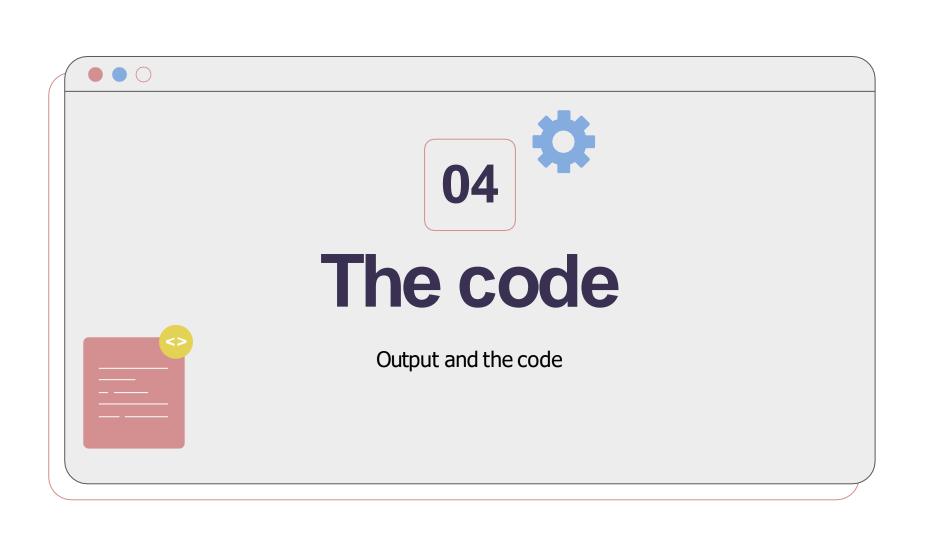
Communicate easily



Single Assignee for Tasks









Faced Problems





Short time period







Many code errors

Members' differing opinions





What have we learned?



- -Manage time effectively and Effective communication.
- Directing focus and completing requirements within a specified deadline.
- -Achieving customer satisfaction through continuous reviews and feedback.

Future plans

- Develop muafer
- Add new properties
- Special character design
- Participate in technical forums

