Moneytor

Vision Document

Version 1.0

Revision History

| **Date** | **Version** | **Description** | **Author** |
| --- | --- | --- | --- |
| 24/10/2021 | 1.0 | Initial vision | Group 14 |
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Table of Contents

**1.** [**Introduction**](#_gjdgxs) **4**

**2.** [**Positioning**](#_30j0zll) **4**

2.1[Problem Statement](#_1fob9te) 4

2.2 [Product Position Statement](#_o9zust798yg9) 4

**3.** [**Stakeholder and User Descriptions**](#_2et92p0) **4**

3.1[Stakeholder Summary](#_tyjcwt) 4

3.2 [User Summary](#_dmd94jiskdu) 5

3.3 [User Environment](#_1t3h5sf) 5

3.4 [Alternatives and Competition](#_2s8eyo1) 5

**4.** [**Product Features**](#_17dp8vu) **6**

**5.** [**Non-Functional Requirements**](#_3rdcrjn) **6**

Vision (Small Project)

# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of *Moneytor* - a personal finances management mobile app. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the *Moneytor* fulfills these needs are detailed in the use-case and supplementary specifications.

# Positioning

## Problem Statement

| The problem of | The inconvenience of the manual financial statistics. |
| --- | --- |
| affects | People who easily lose control of spending and finances management. |
| the impact of which is | Some people have been too lazy to manually statistic their in-and-out money and hard to manage their finances, which leads to the lack of money for essential needs. |
| a successful solution would be | Help people control their spending conveniently and provide a whole picture about their in-and-out money. |

## 

## Product Position Statement

| For | Everyone |
| --- | --- |
| Who | has a demand on spending management |
| The Moneytor | is a mobile app |
| That | allows users to take note of each of their spending every day and make the statistics for each week, month or year. |
| Unlike | the traditional method of note-taking and manual spending statistics |
| Our product | helps users statistically track and categorize their in-and-out money, create budgets for some important things and manage the loans. |

# Stakeholder and User Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Group 14 | Development Team | Ideate, plan and develop the project. |
| Nguyễn Văn Vũ,  Phạm Hoàng Hải | Teachers/Mentors/Supervisors | Teach, guide, support and supervise the team on the whole project. |
| Students at HCMUS | Users | Ensures that this app will meet the needs of users. |

## 

## User Summary

| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| --- | --- | --- | --- |
| Beginner | People who have never used a spending management app before | Record their spending, make sure that it does not exceed a certain threshold. | self-represented |
| Professional | People have used other spending management apps before and looking for a new alternative | Aside from taking note of their spending, they do analytics and prediction about their spending behaviors and trends in the market. | self-represented |

## User Environment

The user is going to use this app everytime they make a purchase since this is a mobile app. The user environment includes everywhere he/she would go e.g supermarket, shops and home.

## Alternatives and Competition

| *No.* | *Name* | *Strengths* | *Weaknesses* |
| --- | --- | --- | --- |
| 1 | Using paper note | Require fewer steps, easy to perform. Suitable for users of all age groups. | Need to carry extra items. Prone to wear and tear. Data visualization has to be done manually. |
| 2 | Using one’s own memory | Quick to perform. No need to manually save the data by writing or typing. | Users may easily forget about their spending.  No data visualization. |
| 3 | Carry limited amount of cash | Make sure that one can never overspend. Require no additional activities from the user. | Users can instead use an e-wallet. Users may get into trouble if they run out of cash amidst an emergency. |
| 4 | Competitor apps | Well developed UX/UI.  Bank account integration.  Large community and user base | Overwhelming for new users. Many features that are not useful.  Usually monetized and requires payment upon use. |

# Product Features

| *No.* | *Feature* | *Description* | *Priority* |
| --- | --- | --- | --- |
| 1 | Spending tracker | Users can save spending details of a purchase including time, location, amount of money, category, …. This can be done via the main page or a widget in the home screen. | High |
| 2 | Reminder | Periodically send users notification reminding them to write down untracked spending in set time. | Medium |
| 3 | Data visualization | Display the data in the form of charts and graphs, giving the user a better understanding about their spending behavior in a certain time frame. | High |
| 4 | Future goal | Let users set future saving goals, and send notifications to remind users to maintain their goals. | High |
| 5 | Chronological history | Users can view their spending in the past in a chronological order. | High |
| 6 | Categorization | Users can view their past spending that belong to a certain category | High |
| 7 | Debt management | Maintain a record of money that was lent to and money borrowed from other people. If both users use Moneytor, a notification can be sent between the two about the due | Low |
| 8 | Bill sharing | Split a bill into smaller amounts between a group of Moneytor users. | Medium |
| 9 | Homescreen widget | The app provides a widget for users to quickly note down their spend without opening the app. | Medium |
| 10 | Google authentication | Users can use their google account which already exists on their phone to quickly create a new account or log in. | Low |
| 11 | E-wallets connection | Link users’ accounts to their e-wallet or bank accounts to automatically update spending records. | Low |

# Non-Functional Requirements

* 1. Applicable standards

The app shall be used in Android smartphones and tablets running Android 5.0 or later.

* 1. Hardware requirements

The client-side app should be light enough to run on any Android 5.0 (or later) smart device.

The server will be deployed through Google Firebase hosting service.

* 1. Platform requirements

Smartphones and tablets capable of running Android 5.0 (or later).

* 1. Performance requirements
* Save notes to a database in less than a second.
* Create charts and graphs based on user data in less than two seconds.
* Can store all user daily records during a span of 2 years
* Start up time is less than 5 seconds.
* The UI is responsive, no delays when users perform CRUD activities.
  1. Environmental requirements

None