iOS Development Final Project Proposal

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For the final project, I am planning to build a budgeting app with a heavy focus on visualization. The app will be split into three major logical sections: goals, transactions, and trends. The goals section will allow the user to create, view, and edit their budgeting goals. These goals may be specified by an amount of money over a period of time ($300 on groceries per month) or a percentage of a period's total spending (15% spent on groceries per month). These goals will be linked directly to some category. In the transactions section, users will be able to log each transaction (by amount, category, date, and any note the user wants to add). This screen will also allow users to filter and sort their transactions in case they see any interesting relationships in their spending. The final section, trends, will revolve around visualization and pattern recognition. Users will be able to view different graphs or data visualization graphics to analyze their own spending habits.

In general, I chose this project because it would be clear and finite while also experimental. I wanted to be able to implement a clean and intuitive app UI, but also be able to explore topics we haven't yet covered in-depth. Through this project, I can create several different graphs and graphics to represent user data in a clear and interesting way.