CS160 Assignment #3

1. Project Title and Authors
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2. Preface
    The purpose of CASHew is an Android Budget Management App that helps users manage their spending habits. Everyone struggles with how to spend their money, and what to spend their money on. This app will help change that while making it interactive and fun for the user.

3. Introduction
    CASHew is designed to help users manage their spending habits by allowing them to create their own budgets on a variety of platforms, ranging from credit cards, debit cards, PayPal, and Apple Pay. Using CASHew users will be able to create different categories of spending and assign a budget and time period to each one.
    For example, you can categorize your spending as food, shopping, bills, or even your own category. The user also has the ability to create a special savings category where they can place extra money they have. This category won't be reset and will just continue to grow over-time. In addition, they can create budgets for multiple time constraints at once. Like a year-long budget or a short month-to-month budget. The user can also set up a budget reminder when he/she is getting close to the budget.

Inside our app, you will see a little character that helps motivate you to maintain your spending budgets by getting happier when you stay in budget, and get sadder when you overspend during the month.

4. Architectural Change

We have tried to make our own server, but we realized that it was going to be very difficult and time consuming, so instead, we hooked up our app to Firebase, so that way we can go serverless. The main rationale behind us going serverless instead of going down the hybrid route was to make it easier for us to code the app and make sure that we didn't have any problems setting up the app for our customers.

5. Detailed Design Change

We are getting rid of our limit and name class within our detailed design. The rationale behind this decision is to make the code easier to read and to make the code in other classes less complicated. These classes would've only had a couple of variables, so we will probably put the variables in other classes. We are also adding in some login classes, we are adding in Login.java, and Register.java so that we can bring the user to the login and register screens.

6. Requirement Change

We have decided to get rid of our Venmo and bank account linking requirements because it is pretty much unattainable through Android Studio. However, we will instead have the users manually input how much they spent and in what category. We will make it very easy for the users to do so, so that way they don't get annoyed.