

**Project Report:**  
**BankEase: User-Friendly and Secure Banking App**

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## **Product Name: MyBank**

### Introduction:

MyBank is a personal finance app that aims to simplify the financial management process for individuals. The app provides features like transferring money, paying bills, investment portfolio, financial planning, budget planning, and more. The goal is to make financial planning and management more accessible and convenient for everyone.

### Problem:

Many people struggle with managing their finances and are often overwhelmed by the process. They may not have access to the necessary financial tools or knowledge to make informed decisions. This leads to stress, anxiety, and poor financial decisions. MyBank addresses this problem by providing a simple and intuitive interface for managing finances.

### Audience:

The target audience for MyBank is anyone who wants to manage their finances more effectively. This includes individuals who are new to financial planning, those who want to improve their financial situation, and anyone who wants to simplify their financial management process.

### User Interview and Requirements Analysis:

To better understand the needs and requirements of potential users, we conducted user interviews and a requirements analysis. The key findings from our research are:

Users want a simple and intuitive interface for managing their finances.

Users want to be able to track their expenses and income easily.

Users want to be able to set budgets and goals for their finances

Users want access to financial planning tools and investment information.

Users want to be able to make payments and transfers easily.

### Low Fidelity Prototypes:

I created low fidelity prototypes to test the user interface and gather feedback from potential users. The prototypes included the main screens of the app, such as the home screen, transfer screen, bill pay screen, investment portfolio screen, and financial planning screen. The prototypes were designed with the feedback from the user interviews and requirements analysis in mind.

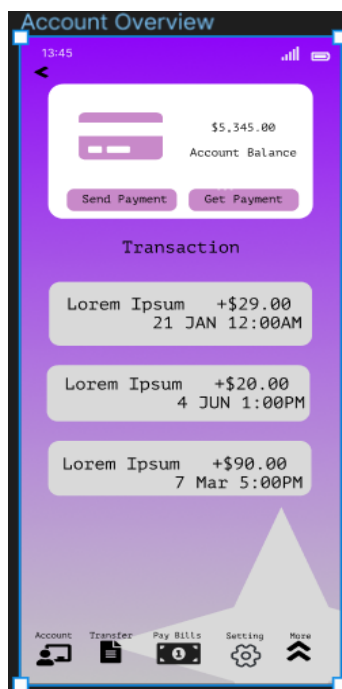
### Digital Prototypes:

Based on the feedback from the low fidelity prototypes, I created digital prototypes. The digital prototypes included interactive demo images and videos of the app's main features, such as transferring money, paying bills, and managing investments. These prototypes were tested with potential users to gather feedback and improve the user experience.

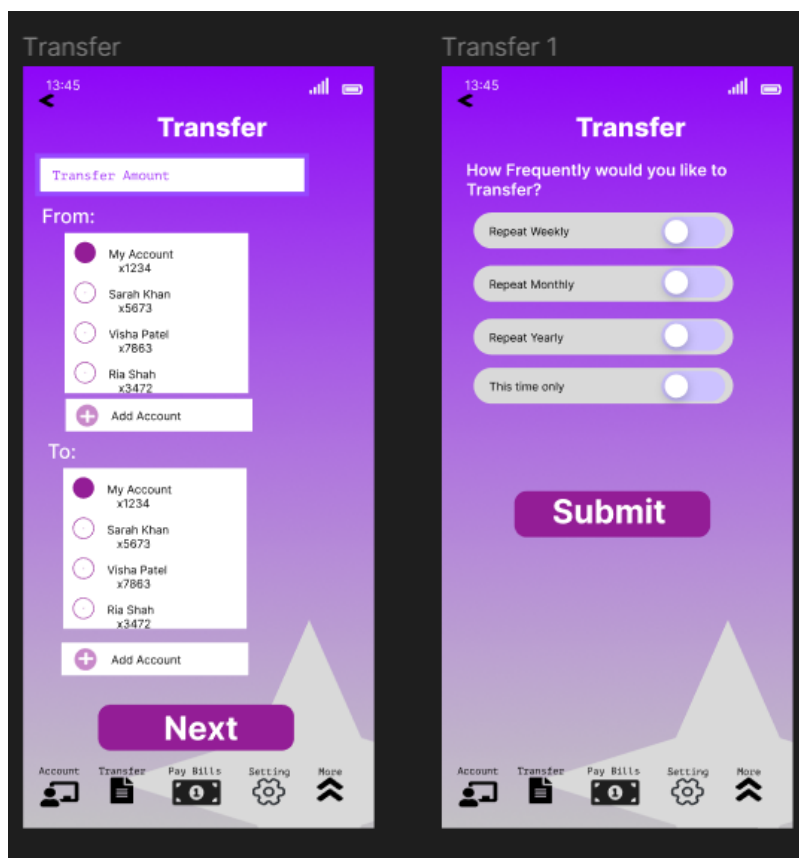
### Actual Implementations:

After testing the digital prototypes, I created actual implementations of the app. These were functional versions of the app that could be used by real users. The app included features like a home screen, transfer screen, bill pay screen, investment portfolio screen, and financial planning screen.

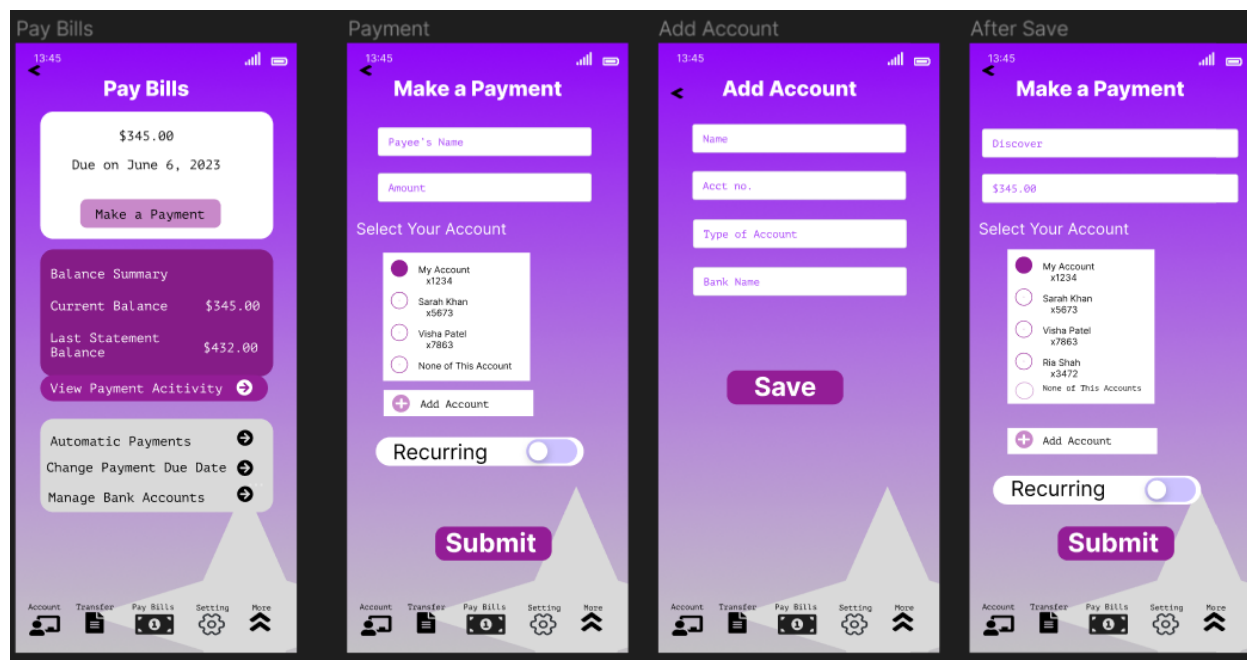
### Home screen:



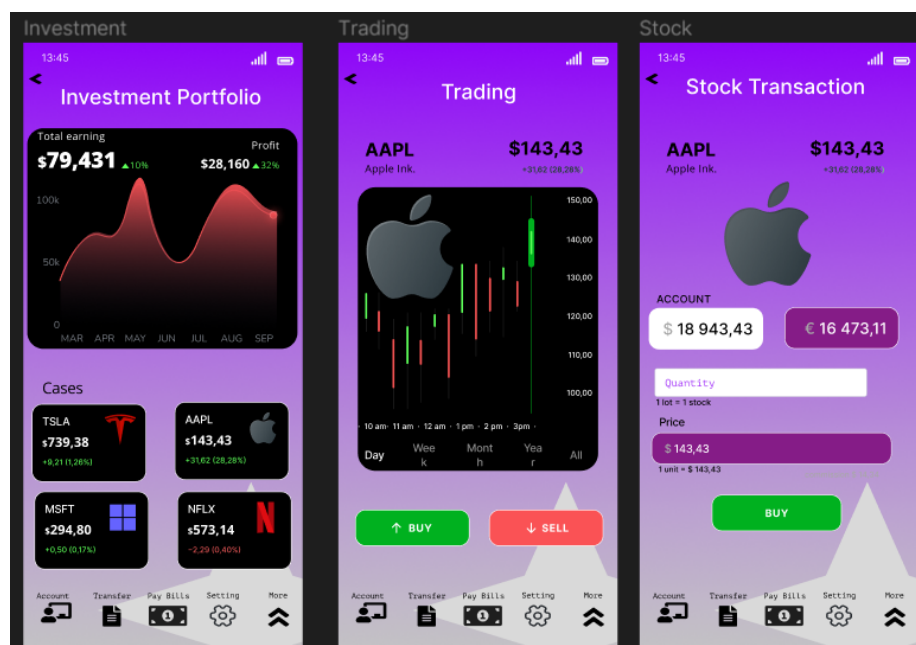
Transfer screen:



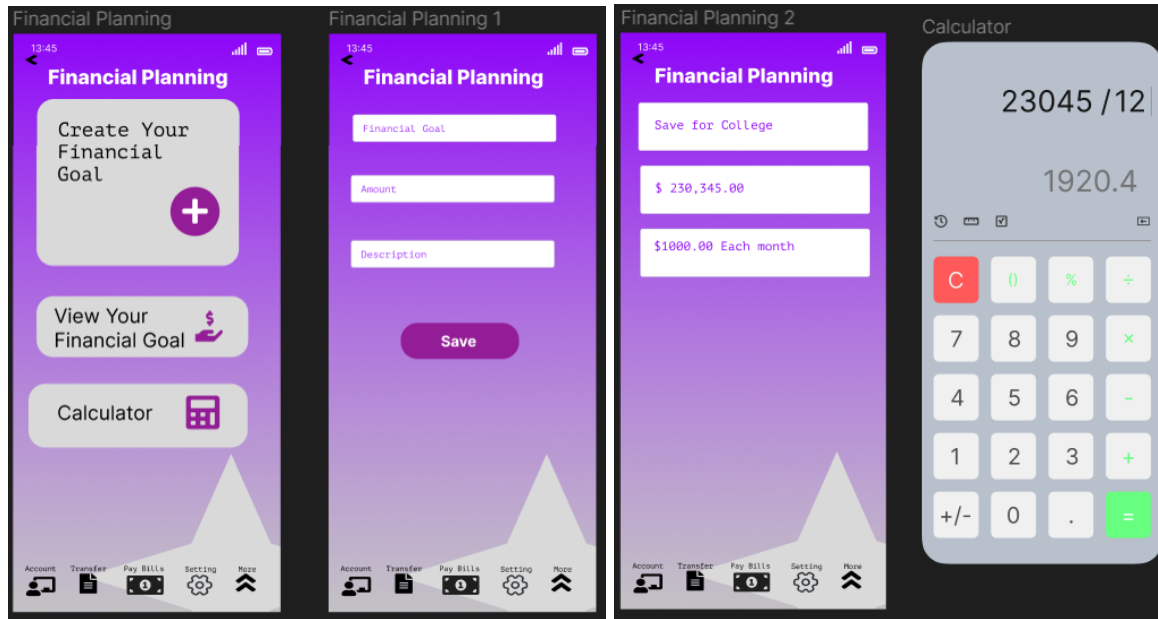
Bill pay:



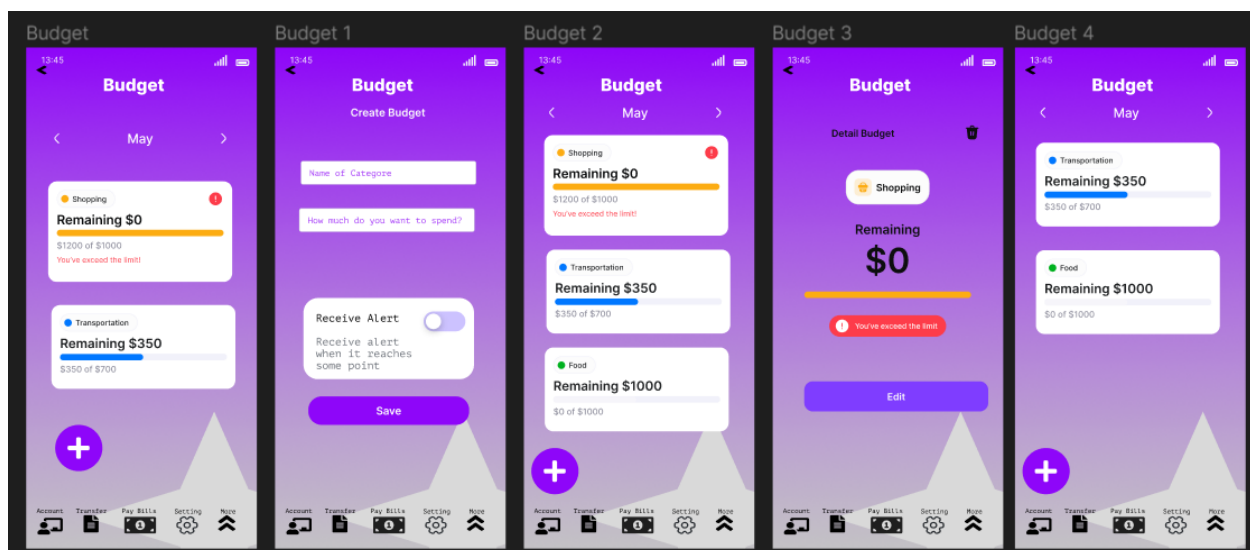
Investment portfolio screen:



Financial planning screen:



Budget screen:



Open Issues:

There are several open issues that need to be addressed. These include improving the app's user interface, adding new features like credit score tracking and financial advice, and improving the app's security measures. Additionally, I need to conduct further testing with actual users to identify and address any usability issues.

**Next Steps:**

If I were to continue working on this project, the next steps would be to address the open issues and continue to improve the app's features and user experience. I would conduct further user testing to gather feedback and identify areas for improvement. I would also work on marketing and promoting the app to reach a wider audience. Finally, I would continue to monitor user feedback and make necessary improvements to ensure the app meets the needs of its users.