Rachel McCown

Capstone Assignment #2

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I know that I want to do an android app in Java. I have basic experience with programming apps and experience programming in Java, as well as resources I can use to look up the majority of programming problems I might run into. As to what the app will do functionality wise, I want to stick with idea of doing a Lifestyle app. Specifically, some kind of organizer that helps with money management or budgeting.

As far as the other ideas I have, this is the one I think is the most feasible and that I’d have a real interest in. I plan on working with Bryan Petty on the project and we’ve talked about doing an app like this for some time now. We’ve thrown ideas back and forth for a couple of months now, but this was one we were both sure we could both get behind. Granted, our idea is subject to change when we talk more in depth about it, but we’re almost positive we want to create an app that helps with organization and budgeting. So yes, I believe it is a good idea and so far, it is the idea that I want to go forward with.

I enjoy writing out my own personal budget and keeping records of how I do it, but I have had issues finding applications in the past that do what I want them to do. Usually the UI is poorly designed, or the functionality is less than amazing. You can input past purchases but nothing much past that. There may be apps out there that are paid for that do a better job, that or apps I just haven’t found, but the few I’ve tried using have been more of a hassle than anything else to use. Right now, I use an excel sheet to track basic purchases, but it is annoying if I’m away from my personal computer because I can’t update the sheet or even access it. If I had a mobile app then I could date it anytime, while I’m out shopping or even when I’m just sitting on the couch and don’t feel like getting up.

I’d like to make an app that allows you to input purchases and create a budget with it, as well as track expenses and allow them to be exported to an email or pdf document in an organized fashion. The purchases could have details attached such as what kind of purchase it was and from where, along with the amount. If it could somehow be edited from a computer that would also be a useful feature to implement. A feature that allows the data to be exported to the user’s email or PC file system would also be ideal.

The budgeting app would hold this information and use it to calculate totals based on category, as well as an overall total. If the user continues to enter in purchases, then the app could calculate a more accurate budget that is weekly or monthly based on past purchases or inputted values that the user would like to stay under. If the user spends more than they want to in a certain category, then the app can send notifications or warnings to the user that they are reaching their maximum limit.

So far, I have only spoken with my partner and brainstormed ideas based on my knowledge of how apps are programmed and what I could implement. I plan on delving more into android programming though and designing an easy to use UI that functions correctly. If this app is developed and works correctly then it can make budgeting and money management easier for people who easily lose track of these kinds of things. It’s also useful to people who just enjoy having one place to hold all of their expenditures in one place and want an easy way to manage them.