Spendly

Work Distribution

Maikel Hanna:

Hey, I'm Maikel. I mostly worked on researching similar projects, especially finance and budgeting apps, and other applications involving participation and transactions. What I focused on most while analyzing them was the user journey — how it engages users and how easy it is to use with minimal redirection. After thorough research, I came up with a few screen ideas and a low-fidelity wireframe, which we discussed with the team and brought to life through colors.

Shehryar Ghaus:

Hey, I'm Shehryar. I contributed as both a designer and in the basic development of the application. After discussing the low-fidelity wireframes with the team, it was time to make the app colorful. If the colors mismatch or don't blend well in an app, users may not spend much time on it. It's not only about the app's use case, but also how often you want to open it just because of how it feels - sometimes, it even becomes a habit. Since our app is based on the theme of friendly spending, we chose soft colors and a design that makes the numbers feel easy and appealing. I also worked on the basic front-end setup and authentication as part of my contribution.

Kanwar Ammar Ali:

Hey, I'm Kanwar Ammar. As I'm the last to describe my part, you might already have a sense of what this paragraph is about. Yes — it was time to dive deep into the core concepts of our code and turn the idea into a real-world application. After finalizing the designs and screens, I worked closely with Shehryar to understand the UI elements and how they should behave in the app. After completing authentication, we moved on to features like adding budgets, onboarding friends, and splitting expenses. Before implementing the splitting feature, I first worked on adding and deducting balance for a single user, which made it easier to extend to group expenses. I also handled additional requirements like notifications, fixes, and other minor issues.

Issues we faced:

- A few issues were faced in mobile development, such as handling back navigation and redirection with authentication, which were later resolved through online research.
- Implementing charts took more time than expected due to the complexity of visualizing and filtering data.
- Integrating features like adding a custom category, splitting the amount, and distributing it among friends — all within a single screen — made it challenging to break them into separate components.
- We still plan to work on a few features in the future, such as implementing push notifications and adding a split request option.