## Our Team

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| Coen | * Manager |
| Evan | * UI and Design |
| Ethan | * Design and Documentation |
| William | * Programming |
| Nikita | * Database Management |
| Alisa | * Research and Business Planning |
| Leon | * Auxillary Support |

# Our App

Golden Threads is built on the dream of being able to use your money anywhere in the world effortlessly at the touch of a button. No need to worry about language, no need to worry about cultural misunderstandings, and definitely no need to worry about trips to the atm, exorbitant transaction fees, or even having the wrong payment method for the wrong transaction.

The goal is an app integrated with your card, using the payWave abilities of your phone or QR codes to complete transactions, based on what is culturally appropriate wherever you are. Branching off this, the app provides you with the ability to monitor and transfer your money between dozens of currencies in 60 seconds, and a guide to how you should go about the transaction.

In what is quickly becoming a cashless society, the ability to have access to an app like this could be considered imperative by the billions of people who make digital payments daily. According to CNBC, this number is set to soar above 726 billion per year in 2020 – 2 billion payments per day.

### Market:

Read off Screen

# Walletech

# Exchange Rate Lookup

# Local Cultural Information

# Demo

# Issues and Risks

### Issues:

Our app was an internet based app, but at times the internet was painfully slow. Not only does this make the app appear to have poor functionality, but when testing, it made it difficult to see whether there were issues inside the app or if the code was broken.

The makeup of our team was not particularly strong – the team was overwhelmingly made up of second years, and nearly half the team didn’t have any experience with Java, and a number of others weren’t particularly fluent with the language.

We had a couple of occasions where teammates were unwell and we lost many hours of time due to this. It was often the most critical members of our teams that were missing too, so this lost time really hit the development hard. We worked hard to overcome this – a lot of time outside of class, including at night and lunchtime, was spent on the project, predominantly by William and Evan.

### Reflection:

If we could have our time again, I believe we’d potentially do a few things better. One thing would definitely be trying to find a team with a bit more experience, as this could have helped us with the trickier parts of trying to get the prototype off the ground. Even just one more quality Java programmer would’ve helped us cram a bit more into the app during the 2 weeks.

### Risks:

Our app faces a number of risks going forward.

Whilst this field is directly wide open, there are a large number of apps which directly focus on individual aspects of what our app has to offer. This is where we want to try and provide a better experience inside a single app than what someone can get using multiple apps.

Conversely, there is the risk that our app could perhaps be *too* specific by trying to combine these apps, thus limiting the audience for our product. In this case, we need to still be able to provide world-class quality in each aspect of our app, to be at least reasonably competitive.

Finally, the challenge of negotiating policy to get the app released into the real world is a major risk – it would be catastrophic to fully develop an app, only to realise that it would not be able to coexist with the laws of the countries we wish to operate in. This is a risk which would require further research after the prototype development stage.

# The Future

For this app to truly change the world, it needs to go to the next level. Rome wasn’t built in a day, and an app like this could never be developed by second-year students in under 2 weeks, but what we do have is a vision for the future.

The critical features we plan to implement is the ability to transfer currency BETWEEN users – perhaps even using QR codes similar to what is already common in China. Additionally, if possible, we’d plan to team the app up with Apple Pay etc. so that payWave payments can be made from the app itself, easily.

But the innovation doesn’t stop here – the little things matter too. Adding GPS to automatically detect the users location and tailoring the content the app provides to meet there needs based off this location. Adding the ability to download maps for offline use, with locations of ATMs and other important financial locations available.

As you can see, what we’ve developed is not just an app for the now, but an app for the future. Thank you.