

General Design for the entire app:

- Information on each screen (“i” button) to show what each screen’s functions are
- Sidebar should be accessible from any screen
- App should be as universal as possible (not just specific for santa cruz)

New User Screen (Welcome):

- “Welcome message”
- mission statement
- tutorial (with a skip option)
- Who it’s made by
- little note about our project

Settings Screen (For Welcome only):

- “Getting started” settings screen that collects basic info (VERY IMPORTANT SCREEN)
 - School
 - quarter/semester system
 - If you’re living on campus this year
 - *These questions will still be asked even if the user presses the skip button.*

Permanent Settings Screen:

- Same settings as welcome screen, in addition to:
 - Format option (to delete all data in app)
 - Export option

Sidebar (can be pulled up from any viewpoint):

(3 horizontal lines that you tap and the sidebar pops up--standard design)

- Home
- Settings
- “Help”
 - Information about how loans/grants work
- Income
 - Job
 - Grants
 - **Loans**
- Cost
 - Housing
 - Dining
 - School related (tuition fees)
 - Other (personal)

Home Screen:

- First thing the user sees every time they open the app
- Top: the total amount of money they need (or have over) for the year (NET)
- Sub info: the total amount of money they need (or have over) for the quarter/semester (NET)
- 2 pie graphs: 1 of cost, 1 of income
 - Option to click on each pie graph and it will take you to the subview
 - Sidebar and pie graphs are essentially the same thing; same features, just visual

Subpages (under Income or Costs):

- Name of the subview
- Input fields
- Ex: Loans (total)
 - Subviews
 - Federal Loans
 - Private Loans
 - Disbursement dates
 - Etc.

User Profile (potentially?)**3 Tiers (example):**

1. Income
2. Loans
3. Sub-categories