# Part 1

(WENDY): Formatting the entire thing.

1. (RICHARD) Our app is a budgeting app. You can take pictures of receipts and record them in your phone. Someone is having trouble managing their money, and they want an easy and convenient way to manage their money, a real-time view.
2. (RICHARD) The receipts are the purchasers who are keeping track of their budget.
3. (BENSON) The need for this app arises in everyday transactions. For example, a mother goes grocery shopping at several stores with her child. She wants to keep track of the plethora of receipts she's about to receive before they pile up, all while keeping an eye on the child. This app would provide a swift method of recording and organizing the receipts while also doing the arithmetic required at the end of the day. Another example is when a group has finished dining at a restaurant. Normally, the receipt wouldn't be taken at all, resulting in the amount spent forgotten. In any transaction, from renting a bike to visiting Disneyland, it saves the user the tedious task of going through a stack of receipts and manually categorizing and summing them together.
4. (WENDY) Our goals for usability are: efficient to use and to have good utility. Our app must be efficient to use because we want the user to be able to enter and retrieve their data quickly and easily. We envision the user of this app to be ‘on the go’ and they do not want to spend a lot of time using our app. Our app should have good utility because a user may want to do many things with a budget app, such as: setting a budget, entering transactions, and seeing an overview of their spending for a given time period. All these uses will be addressed and within each there will be flexibility so that the user can view the information in a way that suits them.
5. (BENSON)

The primary barrier in apps with similar functionality is in how the user feels when using it regularly. It can easily become tedious, keying in numbers and sorting out categories, producing a repulsive user experience, even frustrating when in a hurry. However, much of the chore can be bypassed by automatically scanning the receipts. Sorting them can also be streamlined to a few taps on the screen. Once the tedium has been taken out, what's left are a tidy and organized list of expenditures as well as simple and clear graphs to view progress, indicating when and where to spend or save. This alone should be thoroughly rewarding and provide motivation for the user to continue using the app and ease the burden of daily life.

# Part 2

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| App | Criticisms |
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Random Comments

* Allocating a budget. User can decide if it’s monthly, yearly, weekly, etc.
* Modifying the budget, increase it or decrease it.
* The ability to go under (and it gets reflected in future).
* Allow budget to accumulate, allow different budgets
* New feature: taking pictures or receipts and scanning them.
* Selling points: automate things as much as possible, look at overviews easier, and improve the overview UI.
* Instead of different views, have one view, that gets more detailed as you zoom in.
* Gamify? Game center on app store?
  + The price is right? Make sure you budget exactly at a certain amount?
  + Reward: inputting information?
  + Maybe a non-social game? Not multiplayer?
* Notifications about the budget? Choose who to notify if you go over the limit?
* Literature review: anything related to your project: conference papers, websites, Google scholar.