

# Student Budget Application

## Authors - Group F

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## Background

Students often have a limited spending capability and are likely to be interested in keeping track of their income and outcome. Many of the students leave their parental home when pursuing their studies and are confronted with making a household budget for the first time. There are also a lot of international students who arrive in Sweden every year and planning as well as keeping a budget can be extra difficult when newly arrived. Regardless of if a student has just arrived in Sweden, just left their parental home or simply wants to keep better track of their economy it can help to make a budget.

Our software company, WriteIT, wants to assist students in managing their economy. We want to achieve this by facilitating the making of a budget (handling e.g. rent, groceries, books, furniture, and other general items). Additionally, we want to make them aware of their spendings and provide them with advice on how to save money.

## Goal

The goal for the project is to create an application which makes students aware of their economy as well as helping them save money.

## Functionality

- Record income and outcome in categories.
- Locate stores.
- Show location based special offers from different stores (especially student specific offers).
- Provide advice on how to cut costs from your existing budget.
- Graphical representation of the data.
- Automatic computations of resources.
- Provide advice on how to increase income.
- Setting spending limits on categories.

## Roles

We are the product owners and the role of your team will be to act as requirements engineers. You will perform the requirements engineering necessary to make this project a reality. This means that you will elicit the requirements and perhaps suggest additions or removals to functionality by exploring the demands we put on the solution.