DEPARTMENT OF INFORMATION TECHNOLOGY AND COMMUNICATION

DIPLOMA IN INFORMATION TECHNOLOGY (DIGITAL TECHNOLOGY)

POCKETPAL

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SUPERVISOR:

NURUL ZAKIAH BINTI KASNUN

SESSION: SHORT SEMESTER 2023

DECLARATION

We hereby declare that the technical report entitled "PocketPal" is based on original work under supervision and guidance of Pn. Nurul Zakiah Binti Kasnun except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other diploma or award at Polytechnic or other institutions.

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   Date :

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   Registration No : **17DDT21F1075**
   Date :

APPROVAL FOR SUBMISSION

Project Title : POCKETPAL

Session : SHORT SEMESTER 2023

Submitted by : 1. MUHAMMAD QAYYUM BIN NOR AZIZI (17DDT21F1054)

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3. BRADLEY BEN LEE (17DDT21F1075)

"This technical report has been read, checked and approved in term of scope and quality for the award of Diploma in Information Technology (Digital Technology)."

Checked by

Supervisor's Signature :

Supervisor's Name :

Date :

Table of Contents

1.0ABSTRACT

1.1 Abstract (English Version)

Pocketpal is a financial tracker app, to improve personal financial management. It tests user experience and outcomes to promote positive financial behavior, improve education, and goals. Anonymous data from Pocketpal will assess user behavior and financial outcomes, while surveys and interviews measure user satisfaction and effectiveness. The study analyzes changes in financial behavior, such as savings rates and cost tracking, and examines consumer perceptions of use and effects. Information from this research will enhance the features of Pocketpal and guide individuals looking for better financial management. The objective of this project is to help users calculate budgets, to improve accuracy, spending tracking, and efficiency in order to get rid of inaccurate calculations, and to understand individual financial circumstances and think well about decisions to add more financial data. The methodology that PocketPal uses is the Waterfall Model. Ultimately, Pocketpal has the potential to empower users in achieving stability and long-term goals.

1.2 Abstrak (Malay Version)

Pocketpal adalah aplikasi pengesan kewangan, untuk meningkatkan pengurusan kewangan peribadi. Ia menguji pengalaman dan hasil pengguna untuk mempromosikan tingkah laku kewangan yang positif, meningkatkan pendidikan, dan mencapai matlamat. Data anonim dari Pocketpal akan menilai tingkah laku pengguna dan hasil kewangan, manakala kajian dan wawancara mengukur kepuasan dan keberkesanan pengguna. Kajian ini menganalisis perubahan dalam tingkah laku kewangan, seperti kadar simpanan dan penjejakan kos, dan mengkaji persepsi pengguna tentang kegunaan dan kesan. Maklumat daripada penyelidikan ini akan meningkatkan ciri-ciri Pocketpal dan membimbing individu yang mencari pengurusan kewangan yang lebih baik. Objektif bagi projek ini ialah untuk membantu pengguna mengira bajet, untuk meningkatkan ketepatan, penjejakan perbelanjaan, dan kecekapan bagi menyingkirkan pengiraan yang tidak tepat, dan untuk memahami keadaan kewangan individu dan memikirkan keputusan dengan baik untuk menambah lebih banyak data kewangan. Metodologi yang PocketPal gunakan adalah Waterfall Model. Pada akhirnya, Pocketpal mempunyai potensi untuk memberdayakan pengguna dalam mencapai kestabilan dan matlamat jangka panjang.

2.0 PROJECT PLAN

2.1 Problem Statement

i. Some students, lecturers and staff of PSIS had problems in calculating their budget because they did not have enough time to manage their finances.

ii. Analyse any inefficiencies or restrictions in the current budget planning process, such as a lack of accuracy, a challenge keeping track of spending, or a lack of openness.

iii. Inability to make wise financial decisions, a higher risk of spending too much money, or the loss of cost-saving opportunities.

2.2 Objectives

i. To help users calculate their budget while improving the budgeting process to make it easier to save time and effort.

ii. To increase accuracy, tracking of spending, and efficiencies to get rid of inaccurate calculation.

iii. To understand the individuals financial situation and decision-making procedures by making more financial data available.

2.3 Scope

2.3.1 User Scope

2.3.1.1 Admin

a. To control every part of the system in this app.
b. Have the ability to update or delete user accounts.
c. Have the ability to customise the app's features, tools and services to better suit the needs of the users.

2.3.1.2 Users

a. Able to keep track of their daily budget.
b. Able to learn more about the app with a personal guide.
c. Able to track and manage their expenses.
d. Able to receive notifications.

2.3.2 System Scope

2.3.2.1 Admin

a. Installing software and hardware

Administrators install and maintain system software and hardware, including operating systems and applications.

b. Managing user accounts

Administrators are responsible for creating, modifying, and deleting user accounts, as well as assigning user privileges and access levels.

c. Monitoring system performance

Administrators monitor system performance, troubleshoot problems, and optimise system performance by identifying and addressing bottlenecks, errors, and other issues.

2.3.2.1 Users

a. Financial Reporting

Generating financial statements such as income statements, income sheets and cash flow statements.

b. Budgeting

Preparing and managing budgets, analysing variances and forecasting personal future finance performance.

c. Accounting

Recording financial transactions such as purchases, sales, receipts and payments.

d. Personalized Financial Guide

The app provides individualised financial advice and direction based on information provided by the user. Users get directed to a tutorial that explains how the application functions.

e. Reminders and Notifications

PocketPal sends reminders for bill payments, savings targets, and financial milestones. Users receive notifications for overspending, upcoming due dates, or potential savings opportunities.

2.4 Literature Review

Table 2.4.1: Literature Review

Logo			
Name of application website	Spendee	Money Lover	ClevMoney
Programming Language	a. Java b. Firebase Realtime Database	a. Java b. Kotlin c. Swift d. C# e. .NET framework	a. Java b. Kotlin

Advantages	a. Multiple accounts: Users can link multiple bank accounts, credit cards, and digital wallets to the Spendee app, making it easy to track all their transactions in one place. b. Security: Spendee uses bank-level security measures to protect users' personal and financial information. c. Multi-platform support: Spendee is available on multiple platforms, including iOS, Android, and web, making it easy to access and manage finances from anywhere.	a. Comprehensive financial reports: Money Lover provides users with detailed financial reports, including cash flow statements, balance sheets, and expense reports. b. Cloud syncing: Money Lover syncs data across multiple devices, making it easy for users to access their financial information from anywhere. c. Secure data storage: Money Lover uses bank-grade security to protect users' financial data, ensuring that their information is kept safe.	a. Financial reports: ClevMoney provides detailed financial reports that give users a comprehensive overview of their financial health. These reports include cash flow statements, balance sheets, and expense reports. b. Expense tracking: ClevMoney allows users to track their expenses by category, making it easy to identify where their money is going. c. Savings goals: ClevMoney enables users to set financial goals and track their progress towards achieving them.

Disadvantages	a. Limited features in the free version: The free version of Spendee has limited features compared to the paid version. Some users may find the free version too restrictive for their needs. b. Paid subscription required for some features: To access all the features of Spendee, users need to subscribe to the premium version, which requires a monthly or yearly fee. c. Limited customization options: While users can customise categories and subcategories, there are some limitations in terms of how much they can customise Spendee to fit their specific needs.	a. No investment tracking: Money Lover does not include tools for tracking investments, which may be a drawback for some users. b. Limited customer support: While Money Lover does offer customer support, users may find that the response time is slow or the assistance is not as helpful as they would like. c. In-app advertising: The free version of Money Lover includes advertisements, which can be intrusive and distracting.	a. Limited integration options: ClevMoney does not offer integration with as many financial institutions and services as some other personal finance management apps, which may limit its usefulness for some users. b. In-app advertising: The free version of ClevMoney includes advertisements, which can be intrusive and distracting. c. Limited customization: Some users may find that ClevMoney's categories and budgeting features are not as customizable as they would like.
Platform	Android / iOS / Windows	Android / iOS / Windows	Android / iOS

2.5 Methodology

Waterfall method diagram:

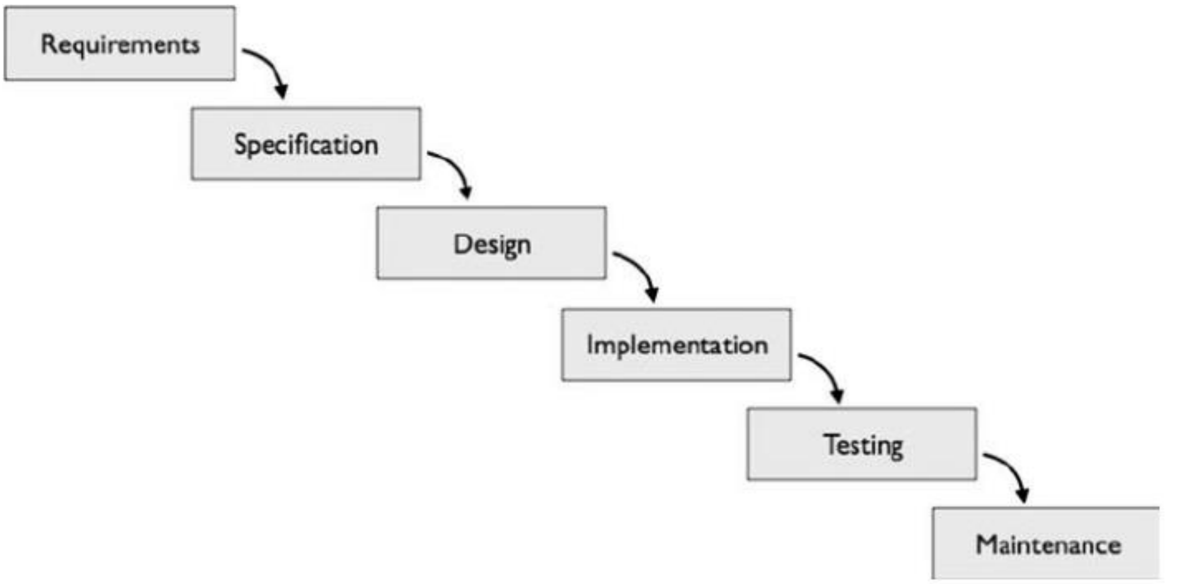


Figure 2.5.1: Waterfall Model

Source: (Susan Sim,2008)

We have decided to choose the Waterfall model in developing our project named PocketPal. This model is suitable for us to use because the project requirements are well-defined and unlikely to change significantly, which leads to a clear understanding and documentation of these requirements upfront. In addition, the linear progression of the waterfall model ensures a systematic development process, minimising the risk of overlooking essential features.

Susan Sim (2008) also mentions that by using the Waterfall model, the progression for each phase has been set clearly and will be executed starting from gathering Requirements, Specification, Design, Implementation, Testing and lastly Maintenance.

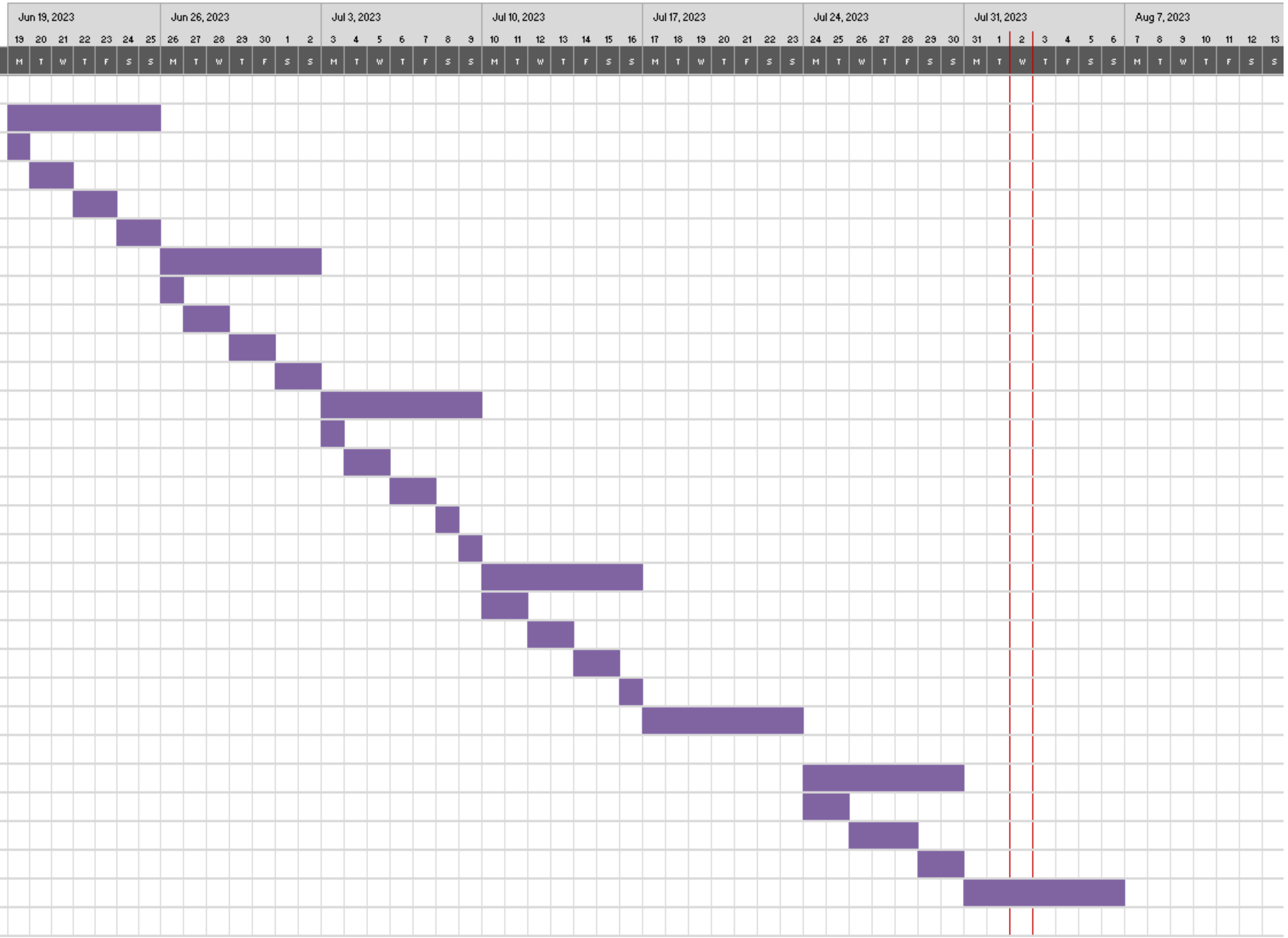
2.6 Gantt Chart

GANTT CHART

POCKETPAL
Project Lead : Qayyum

Project Start: Mon, 6/19/2023
Display Week: 1-Jan

TASK	ASSIGNED TO	DURATION	START	END
Task Name	Task Owner	DURATION	START	END
1.1 Planning	**Name**	7 Days	6/19/23	6/25/23
1.1.1 Project Kickoff Meeting	Muhammad Qayyum Bin Nor Azizi	1 Days	6/19/23	6/19/23
1.1.2 Define Project Scope and Objectives	Muhammad Syahir Bin Zulkifli	2 Days	6/20/23	6/21/23
1.1.3 Identify Stakeholders and Establish Communication Plan	Bradley Ben Lee	2 Days	6/22/23	6/23/23
1.1.4 Create Project Charter and Obtain Approval		2 Days	6/24/23	6/25/23
1.2 Requirements	Muhammad Syahir Bin Zulkifli	7 Days	6/26/23	7/2/23
1.2.1 Gather and Analyze Requirements		1 Days	6/26/23	6/26/23
1.2.2 Features and Functionality Requirements		2 Days	6/27/23	6/28/23
1.2.3 Create User Stories and User Cases		2 Days	6/29/23	6/30/23
1.2.4 Define Functional Requirement Specifications		2 Days	7/1/23	7/2/23
1.3 Design	Muhammad Qayyum Bin Nor Azizi	7 Days	7/3/23	7/9/23
1.3.1 Review Project Requirements and Specifications	Muhammad Syahir Bin Zulkifli	1 Days	7/3/23	7/3/23
1.3.2 Develop Detailed Construction Plans and Specifications	Bradley Ben Lee	2 Days	7/4/23	7/5/23
1.3.3 Database Design		2 Days	7/6/23	7/7/23
1.3.4 Interface Design		1 Days	7/8/23	7/8/23
1.3.5 Conduct Design Review and Obtain Approval		1 Days	7/9/23	7/9/23
1.4 Development	Muhammad Syahir Bin Zulkifli	7 Days	7/10/23	7/16/23
1.4.1 Develop Technical Designs	Muhammad Qayyum Bin Nor Azizi	2 Days	7/10/23	7/11/23
1.4.2 Develop Interfaces For The Application	Bradley Ben Lee	2 Days	7/12/23	7/13/23
1.4.3 Develop Application		2 Days	7/14/23	7/15/23
1.4.4 Deploy to Development Server		1 Days	7/16/23	7/16/23
1.5 Testing	Bradley Ben Lee	7 Days	7/17/23	7/23/23
1.5.1 Create Test Planning				
1.6 Implementation	Bradley Ben Lee	7 Days	7/24/23	7/30/23
1.6.1 Deploy to Production Server		2 Days	7/24/23	7/25/23
1.6.2 Write & Review Code		3 Days	7/26/23	7/28/23
1.6.3 Test & Integrate Code		2 Days	7/29/23	7/30/23
1.7 Maintenance	Muhammad Qayyum Bin Nor Azizi	7 Days	7/31/23	8/6/23
1.7.1 Maintain the server and system	Bradley Ben Lee			



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1.5.1 Create Test Planning				

TASK	ASSIGNED TO	DURATION	START	END
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1.7 Maintenance	Muhammad Qayyum Bin Nor Azizi	7 Days	7/31/23	8/6/23
1.7.1 Maintain the server and system	Bradley Ben Lee			

3.0 REQUIREMENT SPECIFICATION

3.1 Functional Requirement

PocketPal offers comprehensive functionality for Expense Tracking, Budget Planning, Goal Setting & Tracking, Bill Reminders & Notifications, Financial Reporting & Analysis, and Track Tax Deductions & Statements. It provides users with a seamless and user-friendly experience, allowing them to effectively manage their finances while making informed financial decisions and staying on track with their financial goals.

3.2 Non-Functional Requirement

Table 3.2.1: Products of Non-Functional Requirements

Requirement	Product
Performance	The application should have fast response time, ensuring that any transaction that user entered should be retrieved into the system within acceptable time limits.
Usability	The application should have an intuitive, user-friendly interface that enables users to navigate easily and can track their spending efficiently.
Reliability	The app should be available at any time, minimising downtime and ensuring the users can access the application whenever they need.
Compliance	The application should perform accurate financial calculations, ensuring precise handling of money transactions and balances.
Maintainability	The application should have maintenance time for at least twice a month to make sure that everything works properly.

3.3 Hardware and Software Requirement

To develop the PocketPal mobile application, some of the hardware used is identified. Table 3.3.1 shows the hardware required for PocketPal mobile application development.

3.3.1 Hardware Requirement

Unit	Item	Specification	Cost
1	Lenovo IdeaPad Z50	NVIDIA GeForce GT 740M Intel i5-4200m CPU@2.50Ghz 8GB Ram 512gb Solid State Drive (SSD)	RM 2150.00
1	Acer Nitro 5	11th Gen Intel Core i5-11400H @ 2.70Ghz 16GB Ram 1TB Solid State Drive (SSD)	RM 5200.00
1	Lenovo IdeaPad Gaming 3 15ACH6	AMD Ryzen 5 5600H @3.30GHz 16GB Ram 512GB Solid State Drive (SSD) NVIDIA GeForce RTX 3050 AMD Radeon (TM) Graphics	RM 3400.00
1	External Solid-State Drive (SSD)	128GB Memory	RM 80.00
1	Xiaomi Redmi 9T	128GB Storage 6GB Ram Qualcomm SM6115 Snapdragon 662 Android 10, MIUI 12	RM 750.00
1	Wi-Fi / Personal Hotspot	Telco U Mobile/Maxis	RM 45.00
TOTAL			**RM 11625.00**

To develop the PocketPal mobile application, some of the software used is identified. Table 3.3.2 shows the software required for PocketPal mobile application development.

3.3.2 Software Requirement

Item	Description	Cost
Android Studio	Android Studio is an integrated development environment (IDE) designed specifically for developing applications for the Android platform. It is the official IDE for Android app development and is widely used by developers worldwide.	Open Source
Canva	Canva is a web-based graphic design tool that enables users to make a variety of visual content, such as infographics, presentations, posters, and social media graphics.	RM 29.90
Microsoft 365	Microsoft Excel is widely used by individuals, businesses, and organizations for tasks such as data entry, calculations, data analysis, reporting, and visualization. We used Excel for creating a Gantt Chart.	RM 38.47
TOTAL		**RM 68.37**

3.4 System Configuration

In this section, we will go through the system requirements for installing and configuring the PocketPal software on Xiaomi Redmi 9T Android phones and Samsung Galaxy Tab A8 tablets. The system configuration includes both hardware and software factors that ensure the app's best performance and operation.

3.4.1 Hardware Requirements

PocketPal is designed to work on a wide range of Android devices. The details that follows are the minimal hardware requirements for installing and using the software on the Xiaomi Redmi 9T and Samsung Galaxy Tab A8:

a. **Processor**: Octa-core 2.0 GHz (Xiaomi Redmi 9T), Quad-core 2.0 GHz (Samsung Galaxy Tab A8)
b. **RAM**: at least 3 GB (Xiaomi Redmi 9T), at least 2 GB (Samsung Galaxy Tab A8)
d. **Storage**: 100 MB of storage space is available.
d. **Display**: 1280 x 720-pixel minimum screen resolution (Xiaomi Redmi 9T and Samsung Galaxy Tab A8)
f. **Connectivity**: Internet or mobile data
f. **Sensors**: gyroscope, accelerometer

Please keep in mind that, while the app may function on devices with lesser specifications, optimal performance and user experience are only guaranteed on devices that meet or exceed these criteria.

3.4.2 Software Requirements

The PocketPal app is compatible with the following Android operating systems:

a. Android 7.0 (Nougat) or higher

The app makes use of capabilities and APIs only accessible in current Android versions, which may not be available in older versions.

3.4.3 Installation and Configuration

To install and configure the PocketPal app on your Xiaomi Redmi 9T Android phone or Samsung Galaxy Tab A8 tablet, follow these steps:

1. **Access the Google Play Store**: Open the Google Play Store app on your device.
2. Search for PocketPal app: In the search bar, type "PocketPal app" and press the search button.
3. **Install the App**: Locate the PocketPal app in the search results and tap on it. Then, click the "Install" button.
4. **Permissions**: The app may require certain permissions to function properly, such as accessing the camera or location services. Review the permissions and click "Accept" to proceed with the installation.
5. **Open the App**: Once the installation is complete, tap the "Open" button to launch the PocketPal app.
6. **Initial Configuration**: Follow the on-screen instructions to perform the initial configuration of the app, which may include setting up an account or adjusting preferences.

3.4.4 Troubleshooting

If you have any problems during the installation or configuration process, make sure your device fulfills the minimum hardware and software requirements mentioned in sections 3.4.1 and 3.4.2. Additionally, ensure that the operating system on your device is up to date.

3.5 Security Requirement

The security that are used in the application are: -

3.5.1 Data Encryption

Sensitive user data, password, financial information and personal details should be encrypted both during transmission and storage.

3.5.2 Records of Data

The application admin should have logs and records of user activities, financial transactions and systems events for investigation purposes.

3.5.3 Data Validation

The application should validate user input to ensure the integrity of financial data to prevent errors and inconsistencies.

3.5.4 Privacy and Confidentiality

The app should safeguard user data and ensure that unauthorised access, disclosure, or modification of sensitive information is prevented.

4.0 FINAL DESIGN

4.1 Logical Design

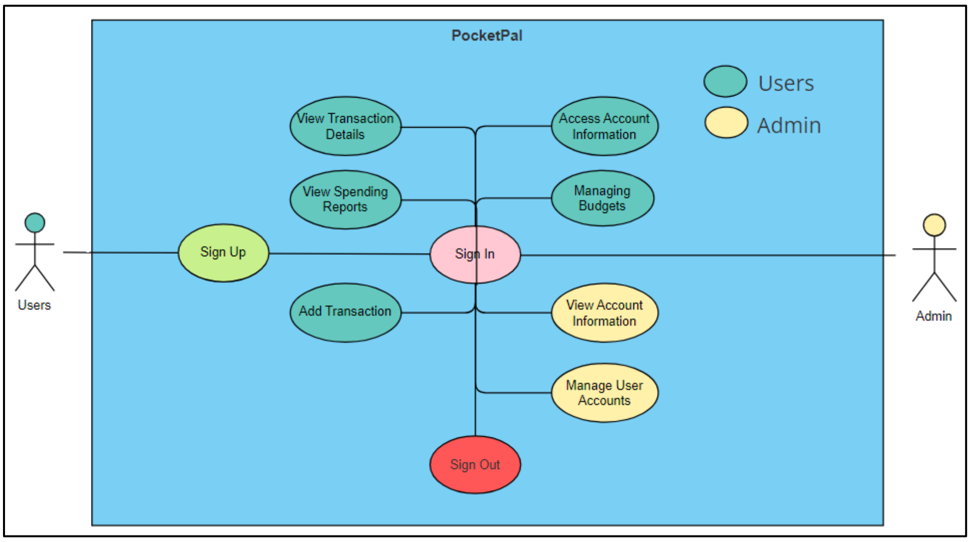


Figure 4.1.1: Use Case Diagram

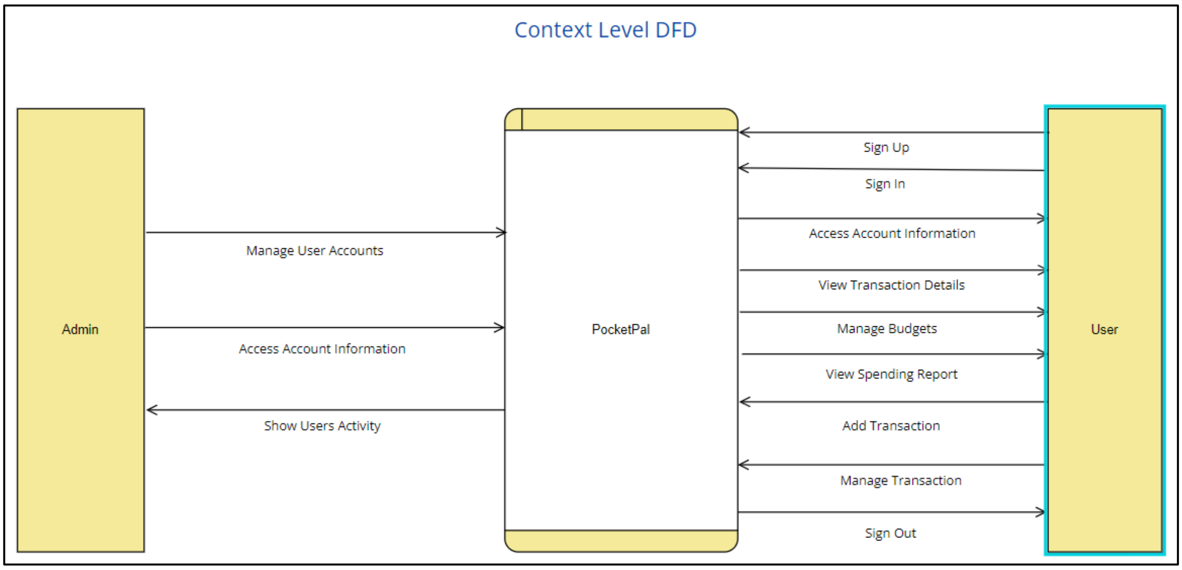


Figure 4.1.2: Context Diagram:

4.2 Physical Design

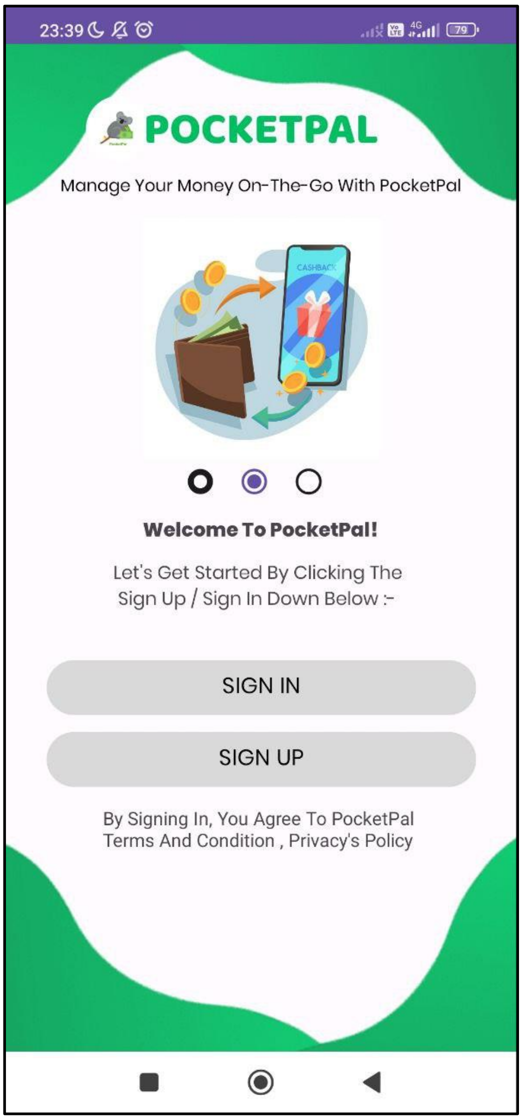


Figure 4.2.1: Main Page

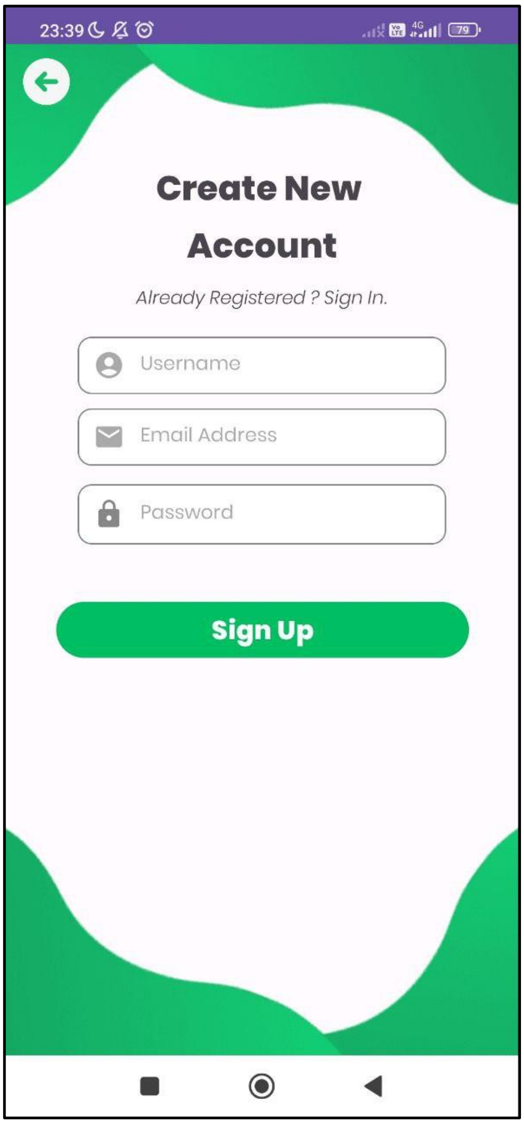


Figure 4.2.2: Sign Up Page

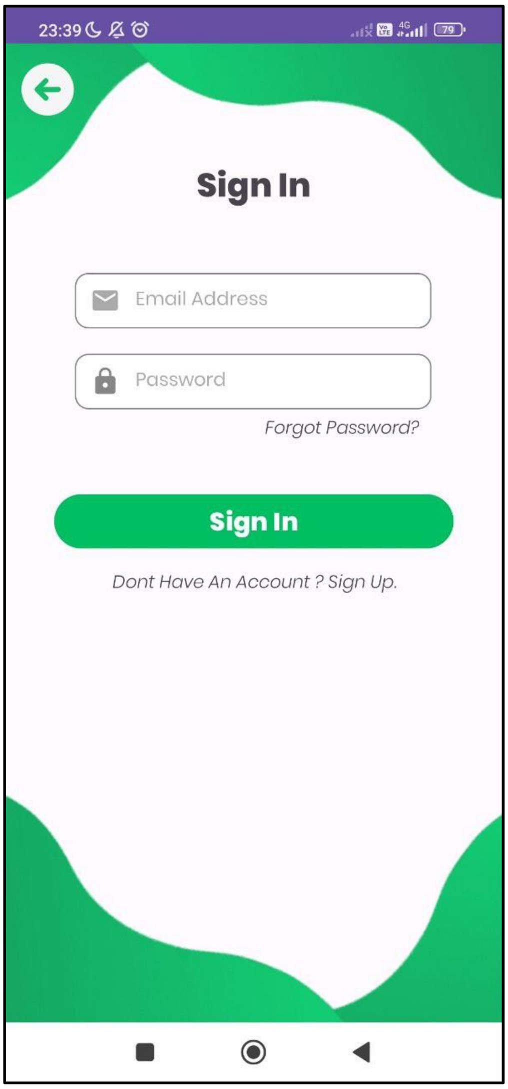


Figure 4.2.3: Sign In Page

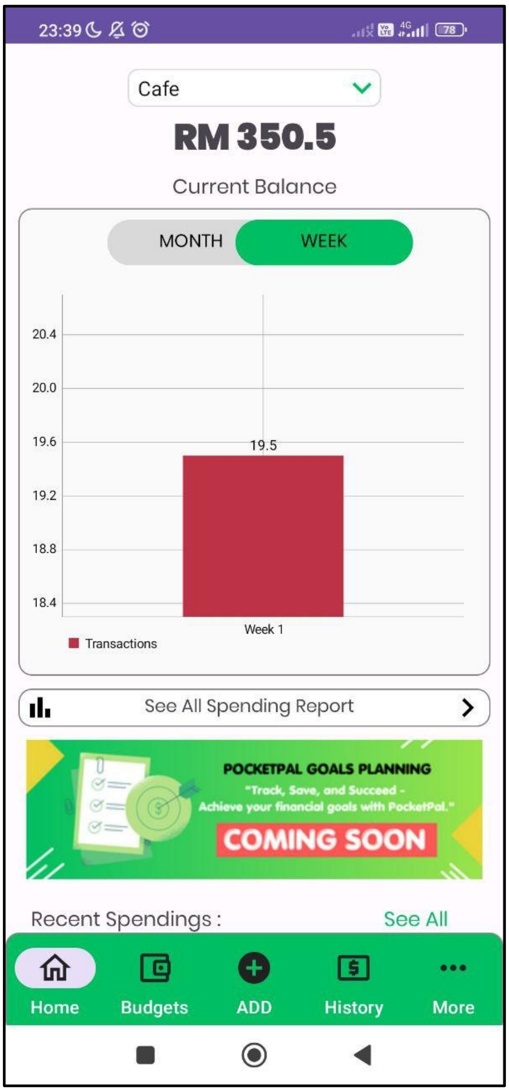


Figure 4.2.4: Home Page (Week)

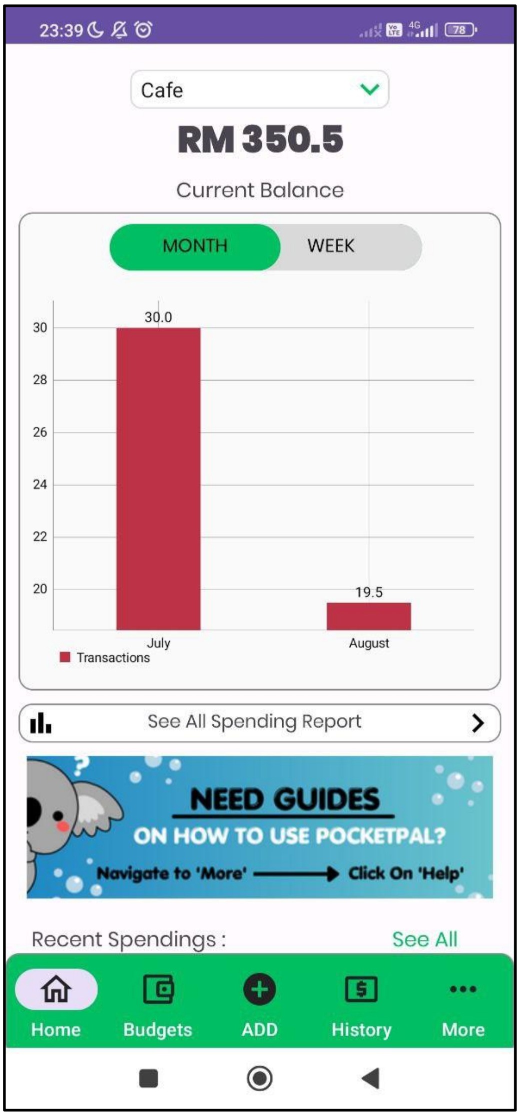


Figure 4.2.5: Home Page (Month)

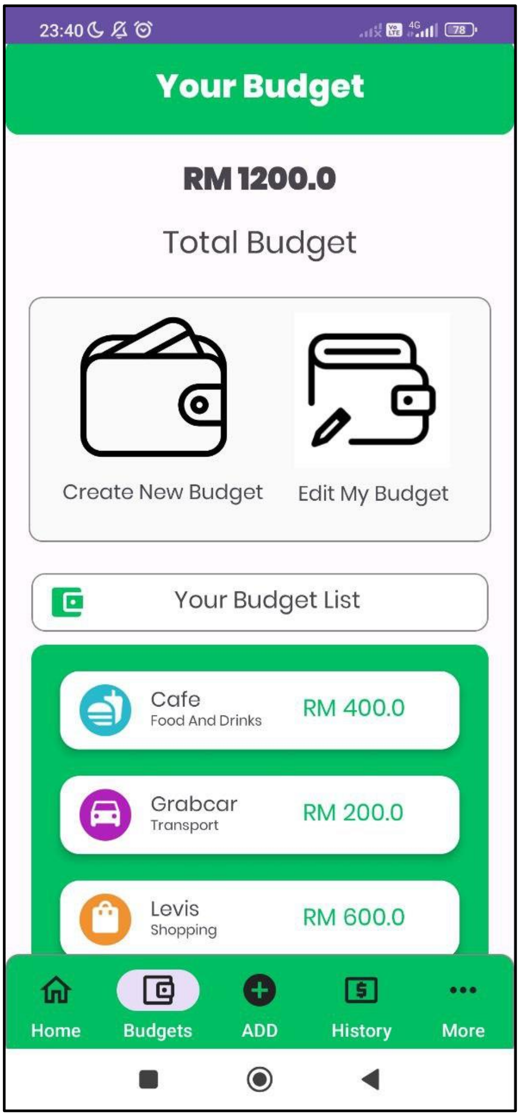


Figure 4.2.6: Budget Page

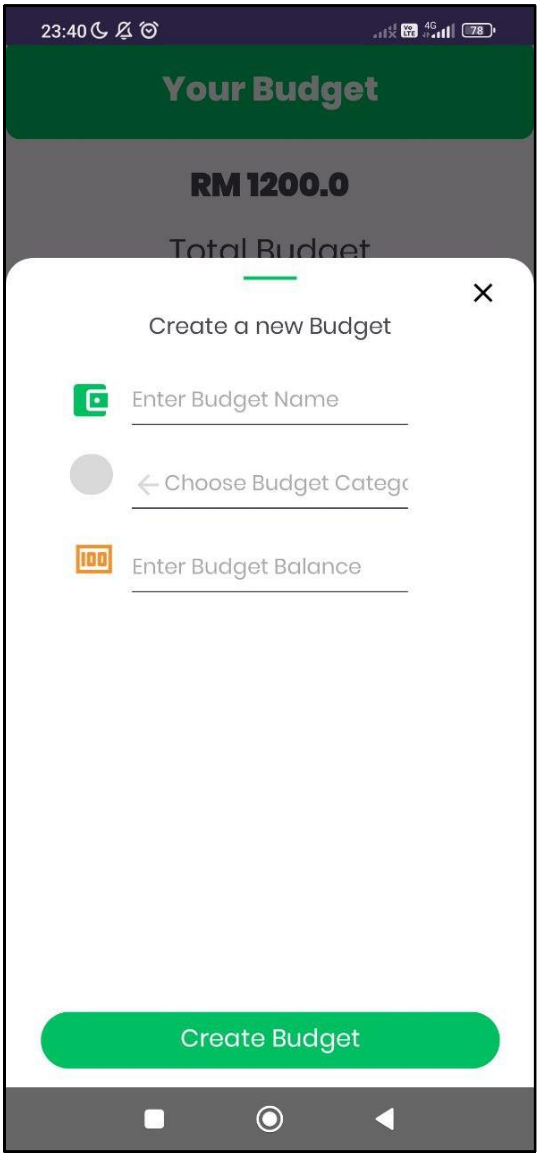


Figure 4.2.7: Create Budget Page

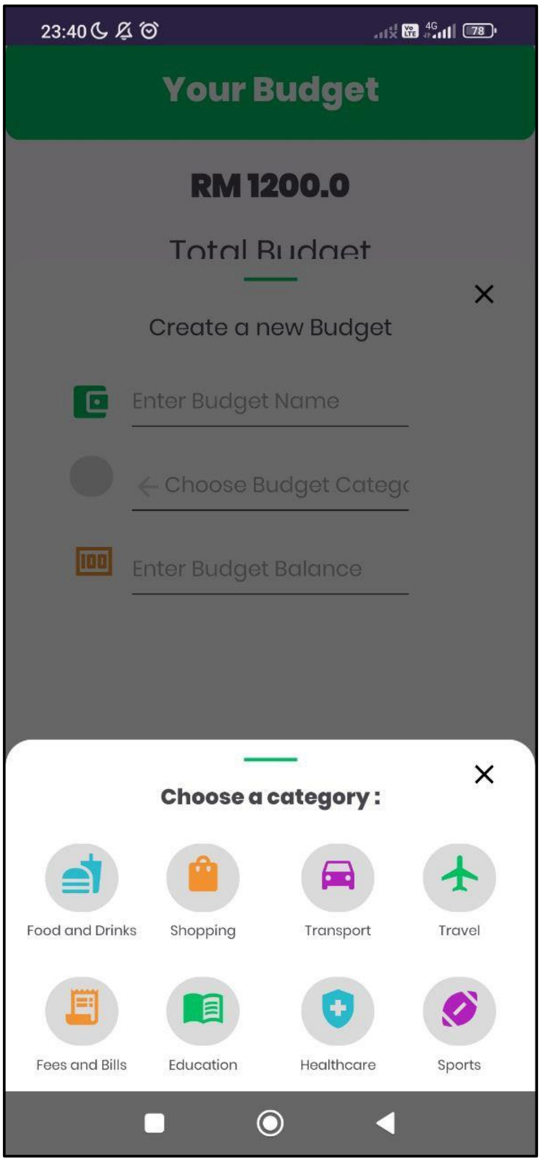


Figure 4.2.8: Choose Category Page

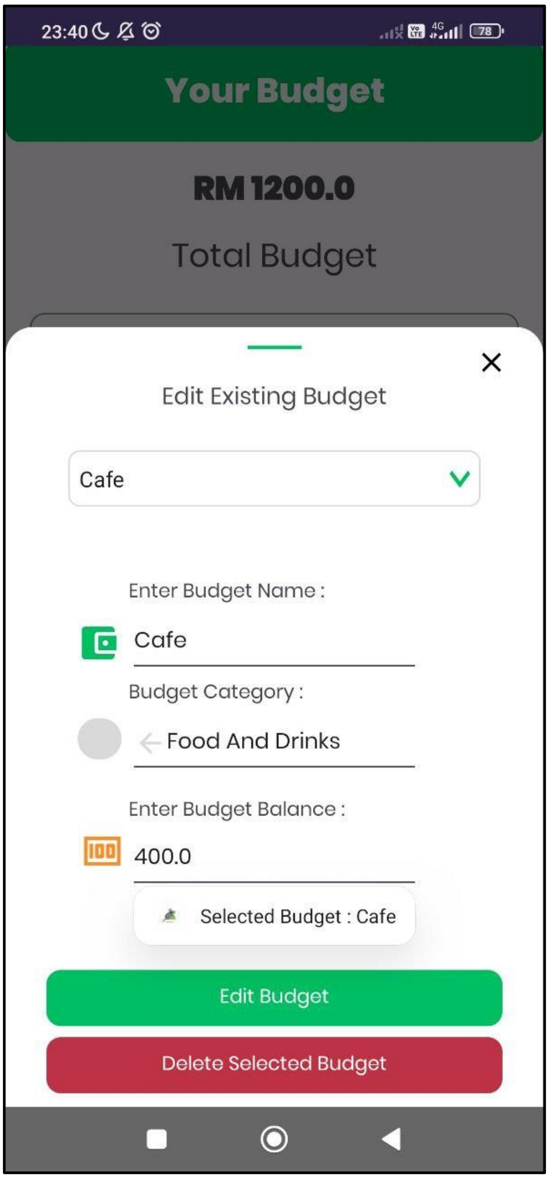


Figure 4.2.9: Edit Budget Page

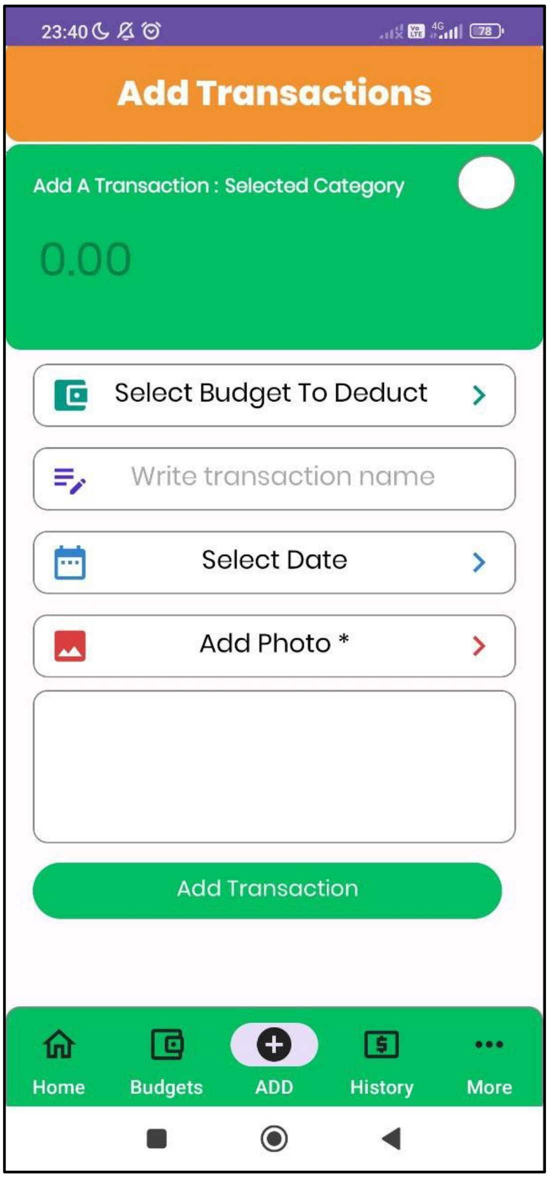


Figure 4.2.10: Add Transaction Page

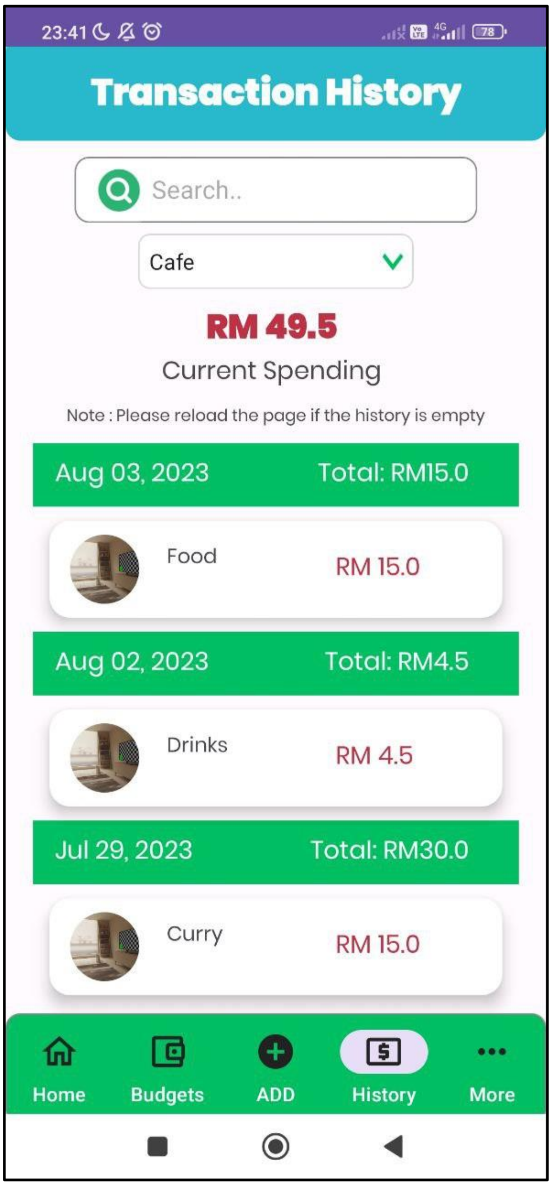


Figure 4.2.11: History Page

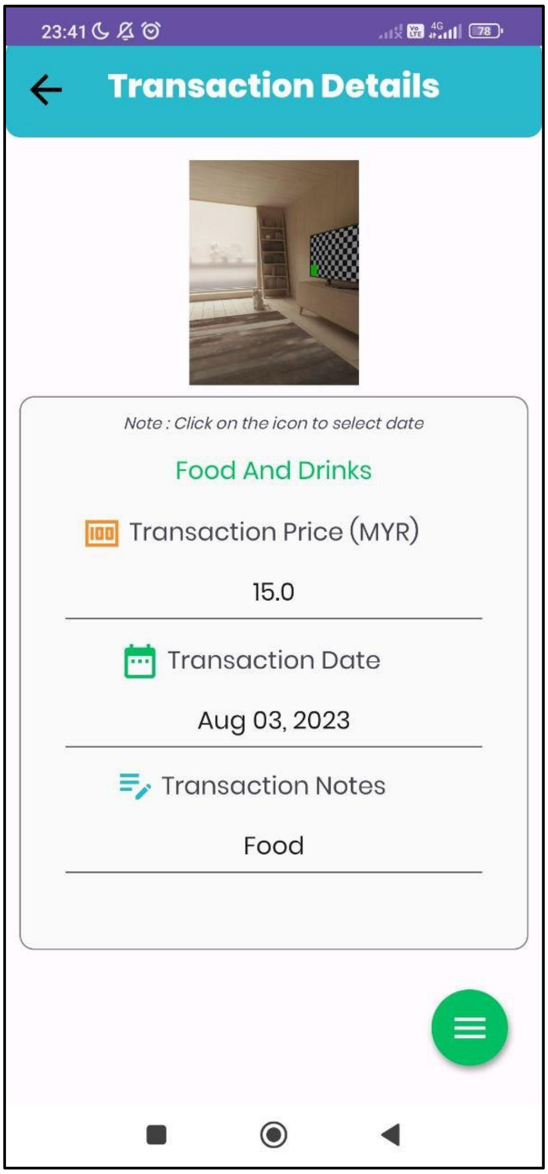
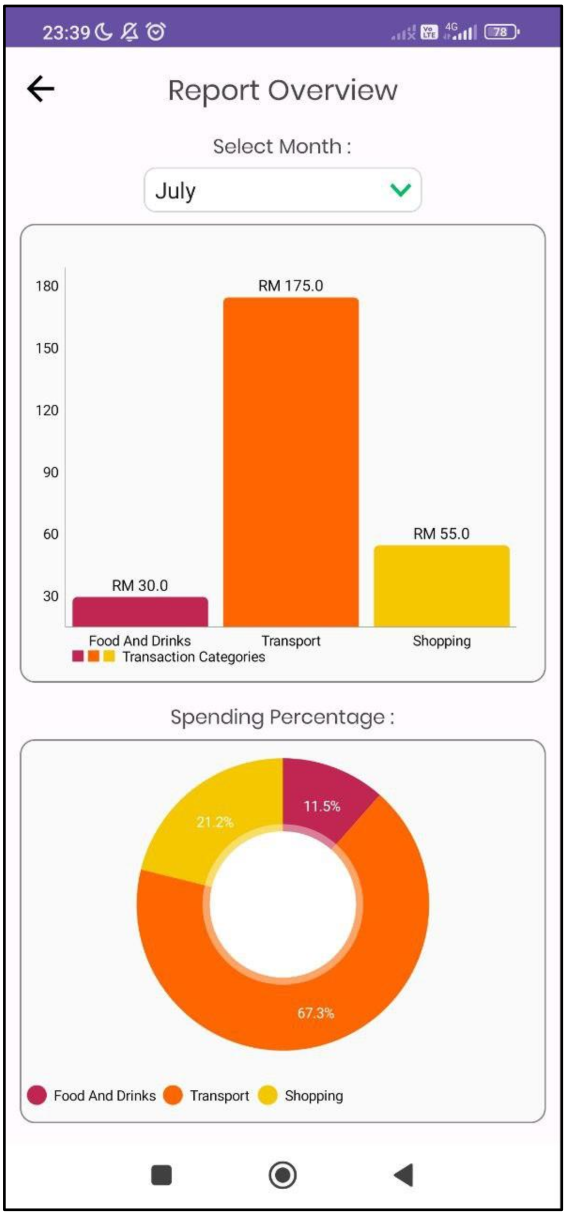


Figure 4.2.12: Transaction Details Page



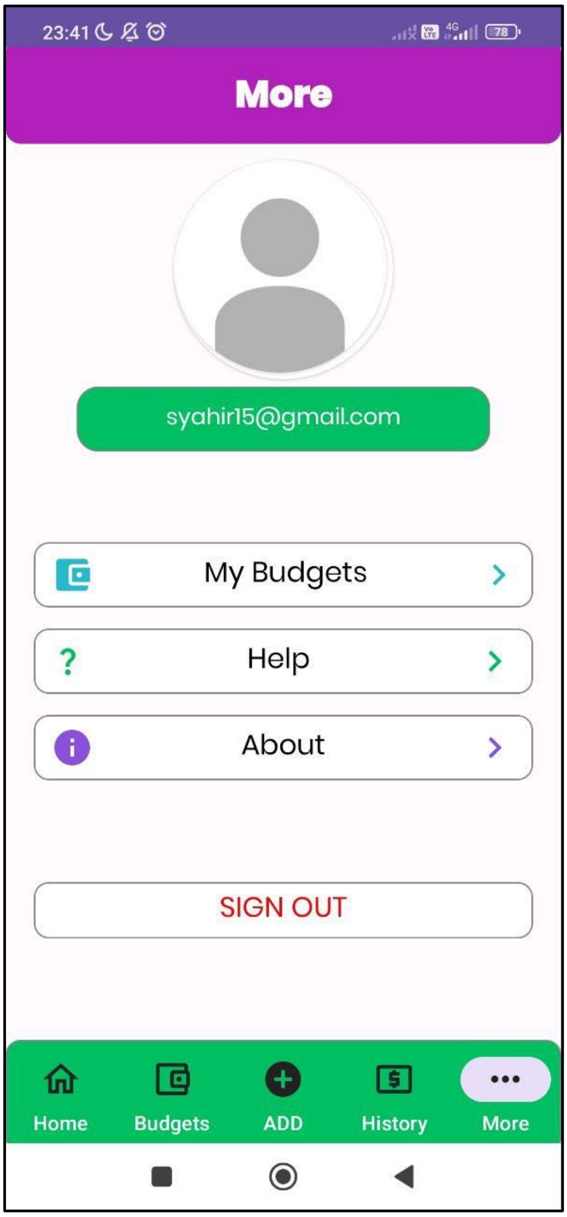


Figure 4.2.13: Report Page

Figure 4.2.14: More Page

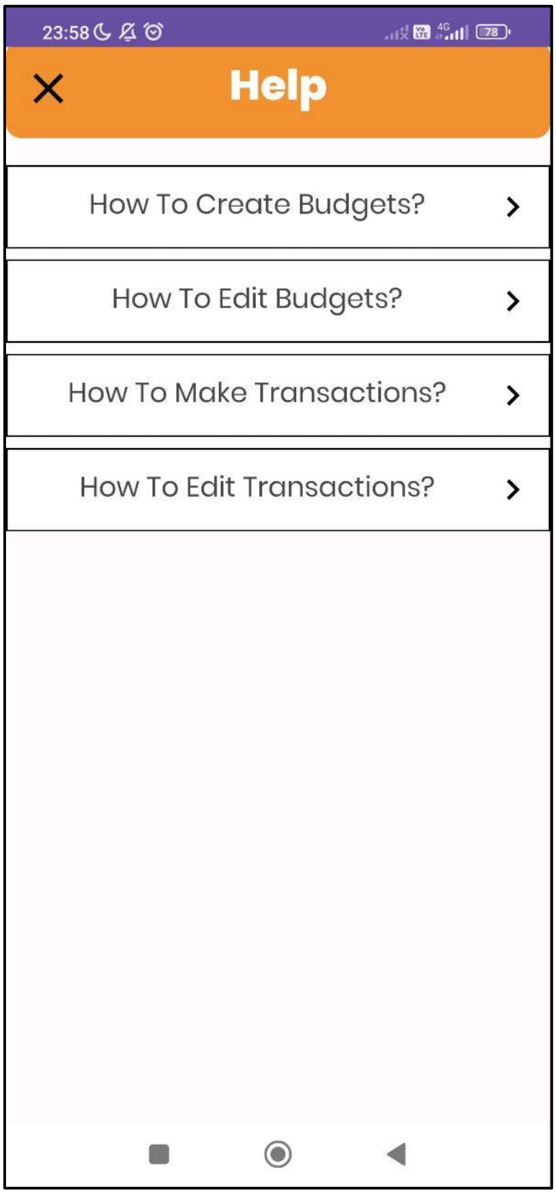


Figure 4.2.15: Help Page

Figure 4.2.16: Create Budget Help Page

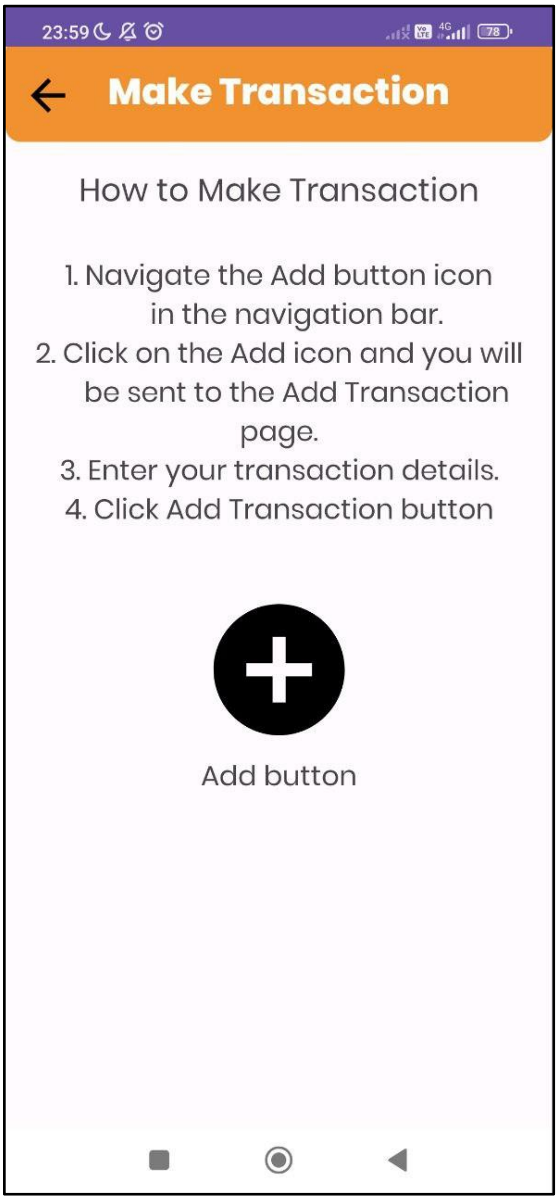


Figure 4.2.17: Edit Budget Help Page

Figure 4.2.18: Make Transaction Help Page

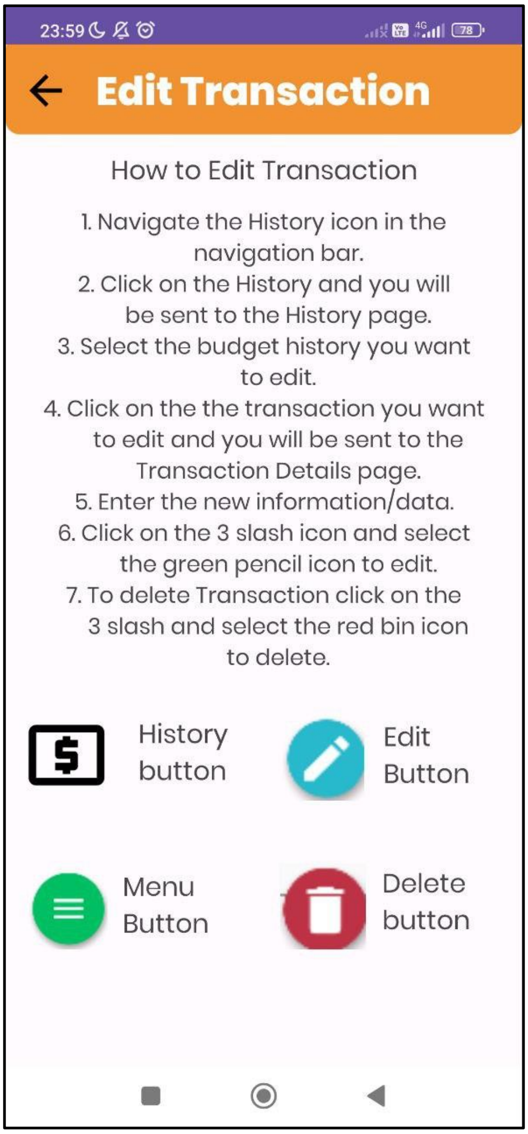


Figure 4.2.19: Edit Transaction Help Page

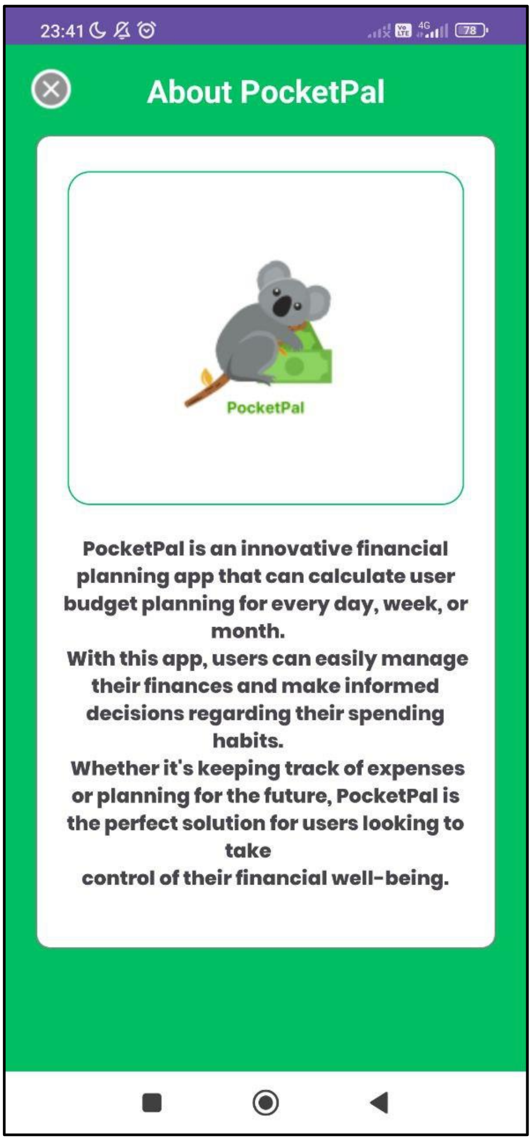


Figure 4.2.20: About Page

5.0 TEST DESCRIPTION AND RESULTS

Table 5.1: Unit Testing Plan

UNIT TESTING PLAN (UTP)						
No	**Test Case Name**	**Test Procedure**	**Pre - Condition**	**Expected Result**	**Tester**	**Result (Pass/Failure)**
1	Sign Up (Valid)	User is required to fill the username, gmail and password fields to register into the system	Users need to register or sign up before sign in	Shows that the user has successfully registered	Mohd Azmi	Pass
2	Sign Up (Invalid)	User fill the invalid username, gmail and password fields to register into the system	Users cannot register or sign up for go to sign in	Shows that the user has unsuccessfully registered	Mohd Azmi	Pass
3	Sign In (Valid)	User is required to fill the gmail and password that they have registered	Users need to sign in first before go to homepage	Prompt a message that they have login into the system	Mohd Azmi	Pass
4	Sign In (Invalid)	User fill the invalid gmail and password that they have registered	Users cannot sign in for go to homepage	Prompt a message that they have unsuccessfully login into the system	Mohd Azmi	Pass
5	Budgets Icon	User is required to	None	User success go	Mohd Azmi	Pass

		click icon budgets on bottom navigate bar		to budget page		
6	Create New Budget Icon	User is required to fill the budget name, budget category and budget balance	User need to fill the budget name, budget category and budget balance before create budget	Prompt message about budget has been created successfully	Mohd Azmi	Pass
7	Edit Budget Icon	User is required to choose category of budget and can edit the budget name, budget category and budget balance	User need to choose category of budget, edit the budget name, budget category and budget balance before edit his budget	Prompt message about budget has been updated successfully	Mohd Azmi	Pass
8	Add Icon	User is required to click icon add on bottom navigate bar	None	User success go to add transactions page	Mohd Azmi	Pass
9	Add Transactions	User is required to add a transaction value, select budget to deduct, enter transaction name, choose date and add photo	User need to add a transaction value, select budget to deduct, enter transaction name, choose date and add photo	Prompt message about transaction has been add successfully	Mohd Azmi	Pass

			before add transaction			
10	History Icon	User is required to click icon history on bottom navigate bar	None	User success go to history page	Mohd Azmi	Pass
11	Transaction Card	User is required to click transaction card	None	User success go to transaction details page	Mohd Azmi	Pass
12	Transaction Details (Edit)	User can modify a transaction price, transaction date and transaction notes	User can modify a transaction price, transaction date and transaction notes to edit transaction details	Prompt message about transaction details has been updated successfully	Mohd Azmi	Pass
13	Transaction Details (Delete)	User can delete a transaction price, transaction date and transaction notes	User can delete a transaction price, transaction date and transaction notes to delete transaction details	Prompt message about transaction details has been deleted successfully	Mohd Azmi	Pass
14	Home Icon	User is required to click icon home on bottom navigate bar	None	User success go to add home page	Mohd Azmi	Pass
15	Button Month & Week	User is required to choose button	User need to choose button month or week to	User success to view his current spending	Mohd Azmi	Pass

		month or week	view his budget graph bar			
16	See All Spending Report	User is required to click see all spending report button	None	User success go to add spending reporting page	Mohd Azmi	Pass
17	Button Select Month	User is required to select month	User need to select month to view his current transactions and spending percentages by category	User success to view his report overview	Mohd Azmi	Pass
18	More Icon	User is required to click icon more on bottom navigate bar	None	User success go to more page	Mohd Azmi	Pass
19	Help	User is required to click help button	None	User success go to help page	Mohd Azmi	Pass
20	About	User is required to click about button	None	User success go to about page	Mohd Azmi	Pass
21	Sign Out	User is required to click sign out	Users need to sign out first for go to main page	Prompt a message that they have sign out from the system	Mohd Azmi	Pass

Table 5.2: Integration Testing Plan

INTEGRATION TESTING PLAN (ITP)						
No	**Test Case Name**	**Test Procedure**	**Pre - Condition**	**Expected Result**	**Tester**	**Result (Pass/Failure)**
1	Sign Up	User is required to click the sign up button	None	Users will prompt that they have successfully registered and will be directed to the login page	Mohd Azmi	Pass
2	Sign In	User must click on sign in button	None	User will be directed to the homepage once the login in successfully done	Mohd Azmi	Pass
3	Budgets Icon	User is required to click icon budgets	None	User success go to budget page	Mohd Azmi	Pass
4	Create New Budget Icon	User must click create new budget icon	None	User success go to create a new budget page	Mohd Azmi	Pass
5	Budget Category Icon	User must click to choose budget category icon	None	User success go to choose a category page	Mohd Azmi	Pass
6	Create Wallet Button	User must click create wallet button	None	Users will prompt that they have successfully created wallet and will be directed to the budget page	Mohd Azmi	Pass

7	Edit Budget Icon	User must click edit budget icon	None	User success go to edit existing budget page	Mohd Azmi	Pass
8	Edit Budget Button	User may click edit budget button	None	Users will prompt that they have successfully edit existing budget and will be directed to the budget page	Mohd Azmi	Pass
9	Delete Selected Budget	User may click delete selected budget button	None	Users will prompt that they have successfully delete selected budget and will be directed to the budget page	Mohd Azmi	Pass
10	Add Icon	User is required to click icon add transaction	None	User success go to add transactions page	Mohd Azmi	Pass
11	Add Transactions Button	User must click add transaction button	None	Prompt message about transaction has been add successfully	Mohd Azmi	Pass
12	History Icon	User is required to click icon history	None	User success go to history page	Mohd Azmi	Pass
13	Transaction Card	User is required to click transaction card	None	User success go to transaction details page	Mohd Azmi	Pass
14	Transaction Details (Edit Icon)	User must click edit icon	None	Prompt message about transaction	Mohd Azmi	Pass

				details has been updated successfully		
15	Transaction Details (Delete Icon)	User must click delete icon	None	Prompt message about transaction details has been deleted successfully	Mohd Azmi	Pass
16	Home Icon	User is required to click icon home	None	User success go to add home page	Mohd Azmi	Pass
17	Button Month & Week	User is required to click button month or week	None	User success to view his current spending	Mohd Azmi	Pass
18	See All Spending Report	User must click see all spending report button	None	User success go to add spending reporting page	Mohd Azmi	Pass
19	Button Select Month	User is required to select month	None	User success to view his report overview	Mohd Azmi	Pass
20	More Icon	User is required to click more icon	None	User success go to more page	Mohd Azmi	Pass
21	Help Button	User is required to click help button	None	User success go to help page	Mohd Azmi	Pass
22	About Button	User is required to click about button	None	User success go to about page	Mohd Azmi	Pass
23	Sign Out	User is required to	None	Prompt a message that they have sign	Mohd Azmi	Pass

		click sign out		out from the system and will be directed to the main page		

6.0 MAJOR FINDINGS AND DISCUSSIONS

6.1 The Advantages of The Project

a. Comprehensive financial management solution for users.
b. User-friendly interface and easy navigation.
c. Personalised financial coaching based on the user's goals and habits.
d. Efficient financial reporting and analysis.
e. Timely reminders and notifications for bill payments and savings targets.

6.2 The Disadvantages of The Project

a. Requires users to manually insert their data for transactions, expenses, income and etc.
b. Users are unable to connect to their personal banks for automatic tracking of finances.
c. As it heavily relies on user-entered data, the tracker's value for helping users make educated financial decisions is diminished by inaccurate information and misleading reports.

7.0 RECOMMENDATION AND CONCLUSION

In conclusion, as the Digital Dream Team, we have identified the challenges that users face in managing their personal finances and have established clear project objectives and scope to address these challenges. Through our fact-finding techniques, we have gathered valuable insights into user needs and preferences, which will guide the development of our mobile application. We have also assessed the usability and feasibility of the project to ensure that our solution meets user needs and is technically viable. Based on our literature review, we have identified the best practices, tools, and technologies for developing a successful personal finance app. We will leverage these insights to create a mobile application that is user-friendly, fast, reliable, secure, and provides valuable insights to users. Overall, we are confident that our mobile application will meet the needs of our target users and deliver a seamless and efficient user experience.

8.0 REFERENCES

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