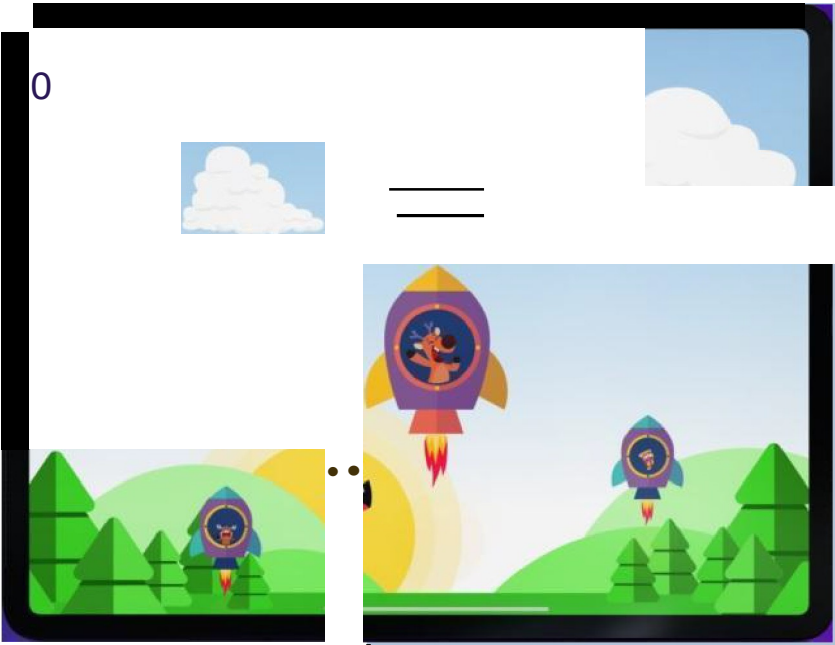


Mobile Application Development Report

[SMART BUDGET PLANNER] MARCH-AUGUST 2025



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Table of Contents

1.0 Project Background	2
2.0 Related Mobile App	4
3.0 Features of the App	6
4.0 Application Design / Storyboard	7
5.0 App User Flow	8
6.0 Project Timeline	12
7.0 Conclusion	13
8.0 References	14

1.0 Project Background



Smart Budget Planner

Many people struggle to manage their personal money because of bad spending habits, a lack of financial knowledge, and a lack of real-time tracking tools. People frequently struggle to remain on budget, forget about approaching expenses, or make hasty purchases without knowing their financial constraints. Traditional budgeting methods, such as spreadsheets or manual note-taking, are time-consuming and error-prone. A Smart Budget Planner tries to solve these challenges by offering users with automatic tracking, spending insights, and tailored suggestions to assist them in making sound financial decisions and maintaining financial stability.

A. Introduction of Project

Fruit Quiz is an educational mobile app developed using MIT App Inventor. The game provides a fun and interactive way for user to learn about fruits through quizzes and learning modules. The app is designed especially for students and young learners, helping them to identify and remember different type of fruits

B. Problem Statement

Many educational apps are complicated or require internet access, which can be limiting for younger users. This project aims to create simple, offline quiz game that is both educational and entertaining, helping users to improve their knowledge of fruits while having fun

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C. Objectives and Scope of the Project

- To develop a mobile quiz game that focuses on fruits
- To provide learning content with images and names of fruits
- To include a scoring system to encourage users
- To ensure the app works offline without requiring use data or internet
- To make the interface easy to use for children and students

D. Impact/Significance to the Targeted Audience

The app is designed for children, students and anyone interested in learning about fruits. It support memory, improves knowledges, and helping users recognize different fruits through visuals and quizzes in a fun and engaging way.

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2.0 Related Mobile App

COMPARISON BETWEEN APPS

Feature/App	Fruit Quiz (our app)	Kid Learn Fruits App	Fruit Game: Learn and Match
App Purpose	Quiz-based fruit learning	Budgeting, expense tracking, and credit monitoring	Budgeting and expense tracking for beginners
User Interface (UI)	Colourful and simple buttons	Flashcard Layout style	Matching game interface
Target Audience	Students, young professionals learners	Toddler and preschooler	Kids aged 4-8
Visual Reports	Display user score	No Scoring	Matching result shown
Ads and Monetization	Free	Premium subscriptions with 7 days free trial	Free with ads
Offline Mode	Yes	No	No
Unique Feature	Quiz + Learn +Score + About us	Flashcard only	Mini games and puzzle
About Us Section	Included	Yes	No
Security Features	No data collection	May use analytics	Require permissions

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Our App Advantages:

- Simple and colourful Design for easy navigation
- Combines learning with quizzes
- Fully offline with no ads or in app purchases
- Includes scoring system and feedback
- Interactives buttons and layout suitable for young learners
- Clear separation of Learn and Quiz modules fo structured learning

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3.0 Features of the App

- **Start Game** that begin the quiz session
- **Learn** module to study fruits name and pictures
- **Score** module to study fruit names and pictures
- **About us** Section with developer info and app purpose
- Multiple choice fruits quiz with correct / incorrect feedback
- Offline functionality, without internet
- Clean and simple button interface for children

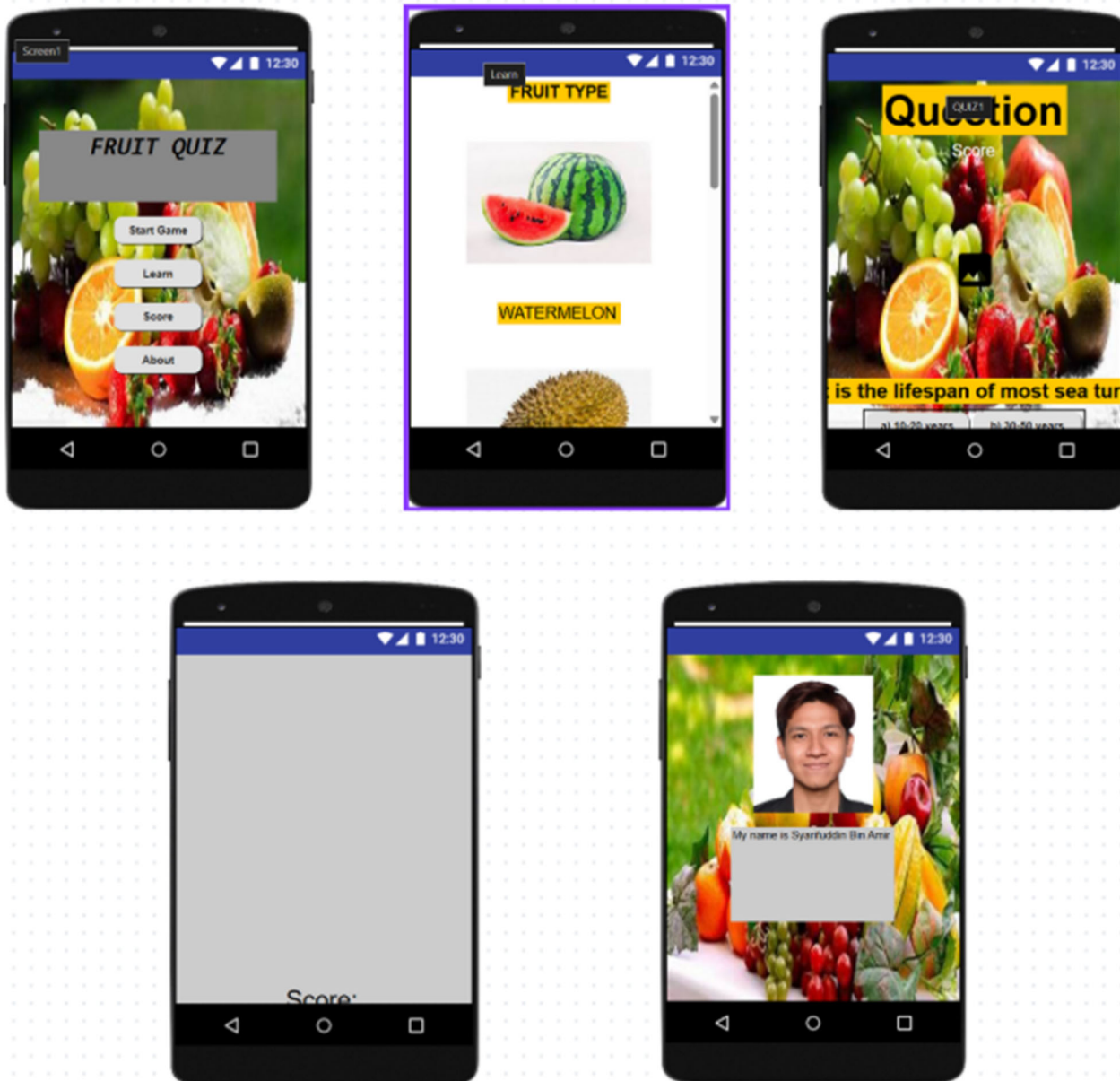
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4.0 Application Design / Storyboard

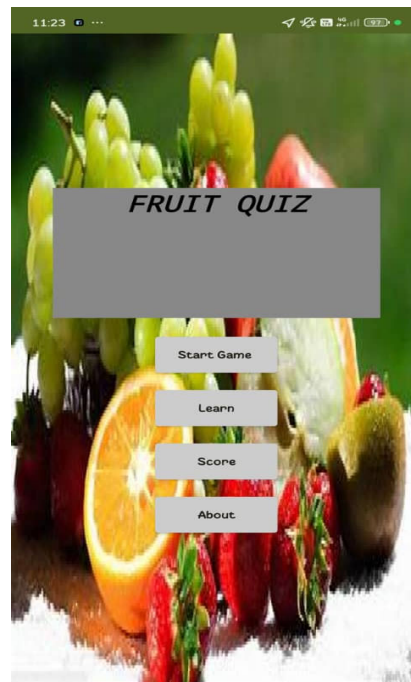
Below are our storyboard design:



5.0 App User Flow

Step 1: User Authentication

When users activate the app, they are presented with a login page that requires authentication. Users must enter a valid email address and password. If the login information is wrong, the notifier will display an error message. If the credentials are correct, a success notification displays and the user is sent to the Home Screen.

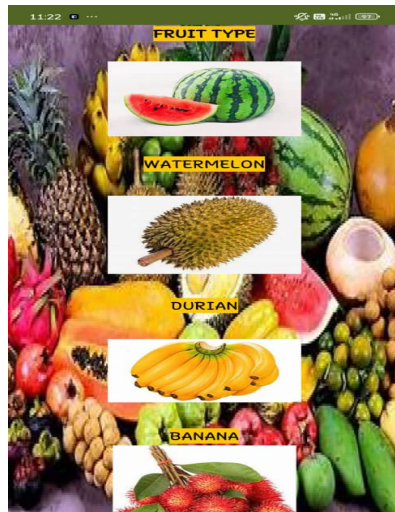


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Step 2: User Registration

If users do not already have an account, they may create one by clicking the Register button on the Login Screen, which will take them to the Registration Screen. Users must enter their email address, password, and confirm the password. After clicking the Register button, the submitted information is preserved in TinyDB for subsequent authentication.



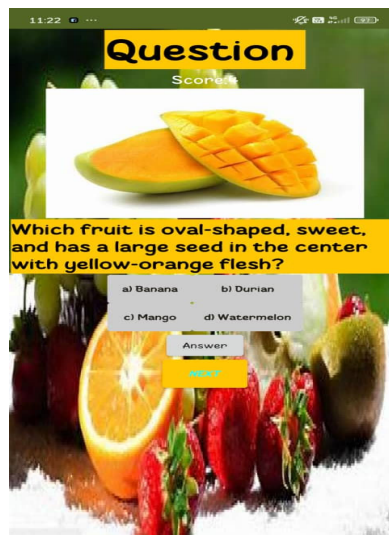
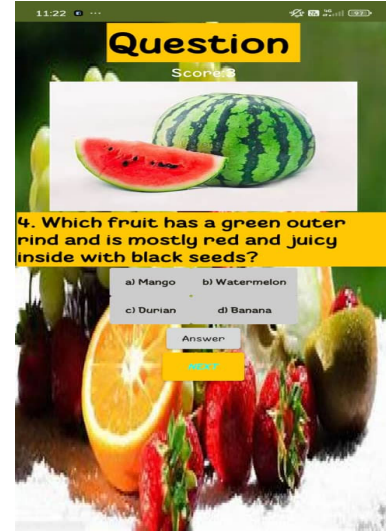
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Step 3: Home Screen Overview 1.32 2.54

After successfully logging in, users are sent to the Home Screen. This page greets the user by email address and provides a summary of their financial condition, including the current budget, amount spent, and remaining balance. Moreover, the navigation menu directs users to other essential features.



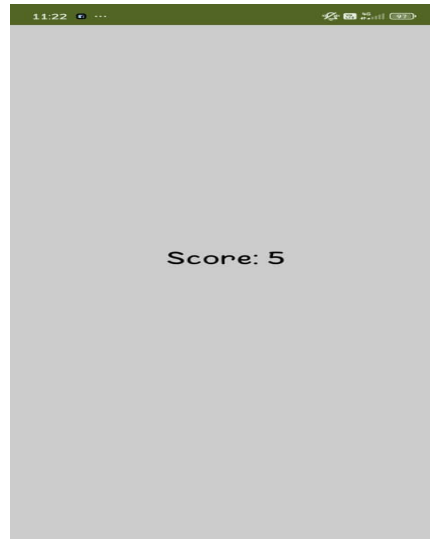
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Step 4: About Us Section

Clicking on the About Us icon sends the user to the AboutUsScreen, which provides background information about the app's mission, important features, and user value. A Back to Home button allows users to quickly return to the Home Screen.



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Step 5: Set Budget

When the user selects the Set Budget icon, they are taken to the SetBudgetScreen. Here, users can input their monthly budget amount. The screen also offers budgeting tips based on the 50/30/20 rule 50% for needs, 30% for wants, and 20% for savings. If the user did not fill in allocated budget amount, the notifier message will show an error message. Otherwise, the notifier will show the budget saved. A Back to Home button is available for easy navigation.



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6.0 Project Timeline

The table below shows the project development from week 10 until week 15. It highlights the tasks completed during each stage of the development process.

ACTIVITY	WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15
Project Planning and Topic Selection						
App Design						
App Development						
Testing and Debugging						
Report and Recording Submission						

7.0 Conclusion

The Smart Budget Planner app's primary purpose is to help users manage their personal money more effectively and responsibly. Users benefit from the app's straightforward, accessible, and structured platform for budgeting and cost monitoring, which promotes financial awareness, reduces wasteful spending, and supports long-term savings practices. Whether it's kids attempting to manage allowances or working people trying to regulate household finances, this software is a dependable tool for easily achieving financial objectives.

The software has a number of features that not only keep users interested but also assist them develop better money management abilities. An informative About Us page, Real-time expenditure monitoring, budget allocation advice, and category-based spending reports help consumers make better financial decisions. The offline mode and straightforward layout improve use, while visual reports and notifications keep consumers aware and accountable for their spending patterns. These features work together to provide consumers with the tools and information they need to manage their finances effectively.

In conclusion, the Smart Budget Planner has a major influence on its users by fostering financial discipline, improving money management abilities, and encouraging responsible spending habits. It is intended to benefit individuals of all ages and backgrounds, including students, professionals, families, and novices. By making financial planning more approachable and practical, the app promotes financial well-being and fosters a culture of smart budgeting for everybody.

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Rubrics Mobile App Report (5%)

Student Name:	ADAM BIN IBRAHIM
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Project Title:	SMART BUDGET PLANNER

N o	Tasks	0	1	2	Weight	Scores earned (0-2)	Total earned
1	Entrepreneurial Mind & Opportunity	No entrepreneurial idea for value adding/solving user/customer needs.	Business idea is clear but does not fulfill the realistic user/customer needs.	Able to mobilize the idea to become opportunity according to the business strategy and fulfill the user/customer needs.	3	6	
2	Project background	Not able to write ideas systematically and with limited clarity and accuracy	Able to write ideas systematically AND fairly clearly and accuracy	Able to write ideas systematically AND with excellent clarity and accuracy	5	10	
3	Mobile app features	Not achievable or below expectation.	Achievable but level of complexity is below expectation.	Achievable and acceptable level of complexity.	5	10	
4	Interface Design - application design	Not achievable or below expectation.	Achievable but level of complexity is below expectation.	Achievable and acceptable level of complexity.	5	10	
5	Functional Design -app flow	Not achievable or below expectation.	Achievable but level of complexity is below expectation.	Achievable and acceptable level of complexity.	5	10	
6	Language used - There are no spelling, grammar, or punctuation errors.	Not achievable or below expectation.	Achievable but level of complexity is below expectation.	Achievable and acceptable level of complexity.	1	2	
7	Formatting - The organization of proposal is in correct order and neat.	Not achievable or below expectation.	Achievable but level of complexity is below expectation.	Achievable and acceptable level of complexity.	1	2	
TOTAL POINTS						50	
						TOTAL 5%	

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Mobile Application Project Rubric (30%)

Student Name:	ADAM BIN IBRAHIM
Matric Number:	2023866466
Project Title:	SMART BUDGET PLANNER

No	Criteria	0	1	2	Weight	Scored Earned (1-2)	Total earned
User Interface & Information							
1	Intuitive and user-friendly design / Layout design	not exist	Incorrect/ incomplete	Complete	5		
2	Responsive design for various screen sizes	not exist	Incorrect/ incomplete	Complete	5		
3	Contains the home page, information about us, or pages to view related information	not exist	Incorrect/ incomplete	Complete	5		
4	Effective use of navigation	not exist	Incorrect/ incomplete	Complete	5		
Functionality							
5	Include calculation process (The calculation used is correct and relevant)	not exist	Incorrect/ incomplete	Complete	5		
6	Mobile app content / features (The content is related to the topic and complete)	not exist	Incorrect/ incomplete	Complete	5		
7	Completeness of Application	not exist	Incorrect/ incomplete	Complete	5		
8	Database Management (Use at least TinyDB to store data and it store the data completely)	not exist	Incorrect/ incomplete	Complete	5		
9	Critical Thinking & Problem Solving	not exist	Incorrect/ incomplete	Complete	4		
10	Creativity on the mobile app (Excellent, proper app design) User Experience (UX) - a user interacts with and experiences a system	not exist	Incorrect/ incomplete	Complete	5		

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Deployment and Performance							
11	Successful deployment on online/offline server or hosting platform	not deploy	Deploy on offline server	Deploy on online server	1		
TOTAL POINT WEB APPLICATION						100	
						TOTAL 25%	

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Individual Presentation Rubric (5%)

Student Name:	ADAM BIN IBRAHIM
Matric Number:	2023866466
Project Title:	SMART BUDGET PLANNER

		1	2	3	4	5	SCORES EARNED (1-5)
No	Assessment values	Weak	Fair	Good	Very Good	Excellent	
1	Delivery of ideas (Communicative ability)	Not able to deliver ideas clearly and require major improvements	Able to deliver ideas and require further improvements	Able to deliver ideas fairly clearly and require minor improvements	Able to deliver ideas clearly	Able to deliver ideas with great clarity	
2	Confident and articulate delivery of ideas (Communicative ability)	Not able to deliver idea confidently and articulate	Able to deliver ideas with limited confidence and effect and require further improvements	Able to deliver ideas fairly confidently and effectively and require minor improvements	Able to deliver ideas confidently effectively and articulately	Able to deliver ideas with great confidence, effect and articulately	
3	Understand and respond to questions (Communicative ability)	Not able to understand and respond to a question	Able to understand and answer questions but not able to accurately answer the question	Able to understand and answer questions satisfactorily	Able to respond to questions well	Able to fully understand and respond to questions very well	
4	Clarity, accuracy and systematically written academic discourse (Slide content)	Not able to write ideas systematically and with limited clarity and accuracy	Able to write ideas systematically BUT with limited clarity and accuracy	Able to write ideas systematically AND fairly clearly and accuracy	Able to write ideas systematically, clearly and accuracy	Able to write ideas systematically AND with excellent clarity and accuracy	
						TOTAL MARKS/20	
						TOTAL 5%	