
User and Functional Requirements *for* “Capital Games”

Report 1: Part 3
Software Engineering
14:332:452

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1 Customer Statement of Requirements

1.1 Problem Statement

Perhaps nothing portrays capitalism better than the Stock Market. The ability for individuals and collectives to gain equity in international corporations, trade that equity, and perhaps even gain a profit, has piqued the imagination of a nation for well over a century. One could even say that owning stock is part and parcel of The American Dream.

However, there is a barrier that separates this dream from reality for many would-be investors: an understanding of the market. The stock market has myriad intricate ways of bundling and exchanging instruments, most of which will be beyond the ken of an economic novice. An economist may be interested in the differences between Mutual Funds and Exchange-Traded Funds; a banker may have the judgment to decide between a Stop Order and a Market Order. These financial techniques offer greater flexibility and control over investments to experienced investors and scientists, who are masters of the field. The beginner does not care to be bothered by these techniques, as they can turn a straightforward process into an overwhelming headache.

With Capital Games we are interested in developing a learning platform for these students - a stock market simulation program.

Capital Games is marketed at two primary classes of user; students and novice investors, each of whom have different needs. Students require a social aspect to their experience - shared simulation instances with global rules and social features. Novice investors require performance metrics and research tools. Both require interactive tutorials, visualization tools, and email updates, in addition to the core requirement of being able to execute various types of trades.

At its simplest, Capital Games is about exchanging stocks and managing investments. This is done through the respective menus for each Research, Trading, and Managing Portfolios. Research allows investors to analyze relevant financial metrics of publically traded corporations. Trading allows investors to place market, stop, and limit orders for their various portfolios. Managing Portfolios allows investors to view their investments and performance metrics for each of their simulations. In all menus, data can be visualized and interactively examined, in addition to being tabulated. This unprecedented level of accessibility will ease accessibility to market trend analysis.

Portfolios and trades only exist in the context of leagues, or market simulation instances. Each league has with its own rules, administrators, and varying privacy levels. Investors can participate in both public leagues, which anyone can join but offer less social interactivity, and private leagues, which require private email or Facebook invitations but which have expanded social features. Leagues are social because they include Trade Streams of executed trades from league members, Investor Profiles containing trade history and portfolio performance of investors, and a Comments Board. Additionally, each league will have a scoreboard for its members portfolio performances. Top investors will have their names and net worth displayed prominently on league

pages.

As a site with social content, it is also important to have the ability to moderate and review submissions by users. This is provided by having two classes of moderators, League Managers and Site Administrators. League Managers are, by default, the users who create a given league, and can ban, invite, and promote users within their leagues, as well as being able to delete comments and create league-wide announcements. League Managers, by default, are also participating in a given league. Site Administrators can delete leagues, ban users and delete comments, add front page announcements, view reports about abusive users, and view other various statistics about users, trades, and leagues. As mentioned previously, even tighter social network integration is a long-term goal.

With the continuing influx of mobile browsing and computing devices to the personal computing market, it is increasingly important to have a single unified interface for users. This is accomplished through the use of Responsive Design, in which a single web page automatically and intelligently reflows itself to accommodate devices of any screen size. This revolutionizes the trading experience – users don't want to use a dozen odd applications and browsers to access their favorite sites, they want to just click-and-go. These changes are made possible by improvements in mobile browsers, which now universally support Javascript. Therefore one site really will be enough for all users.

As alluded to previously, a strong emphasis of this platform is the use of interactive portfolio graphs. Previous systems have failed to speak directly to users because they presented static images that were impossible to manipulate or interact with. This is a core design feature of Capital Games. We employ the newest, most state-of-the-art graphing tools to allow a user to see any and every stock and portfolio over an indefinite time span with the finest degree of granularity.

Another way of enhancing user experience is by letting users opt to receive daily or weekly email updates about their portfolio performance. This is a feature set that all financial investors have access to and therefore is something that novice investors who use our platform should not be denied. Previous learning platforms have failed to develop a respectable e-mail service – their demos barely covered assets, and certainly didn't mention trends. We will provide the first fully functional e-mail system.

These features, together with other core capabilities such as email updates and interactive tutorials, provide the most cutting-edge and modern platform for both individual and collaborative efforts to conduct financial simulations.

1.2 Glossary of Terms

Margin – Borrowed capital used to execute trades, i.e. “buy on margin”. Although leveraging margin is possible for normal buy and sell orders, they are critical to short orders, in which the entire stock is sold without actually being owned. [1] Margin can refer to both the act of purchasing a stock on credit, and to the percentage of a stock’s equity value required to be held in capital against the risk of the stock decreasing in value. [2]

League – an instance of a market simulation with a predefined rule-set and containing many *investors*. All leagues are created by a *League Manager*. There are two types of leagues:

- **Public** – Any Investor can join this type of League
- **Private** – A private league can only be seen by its members and administrators. A User does not join this league, rather they are placed into it by a League Manager.

Order – An *investor* must place an order for the purchase or sale of a *stock*.

- **Stop Order** – A type of order used to protect gains or limit losses. Stop loss orders are activated if a stock drops below the stop price and buy stop orders are activated if a stock rises above the stop price. [3] When activated, a Stop Order becomes a *Market Order*.
- **Limit Order** – A type of order used to prevent trades from occurring except at indicated prices. Buy limit orders will only be executed at or below the indicated price, and sell limit orders will be executed at or above the indicated price. Limit orders are not guaranteed to ever be executed and expire after a specified duration. [4]
- **Market Order** – An order to be executed as soon as possible at current market prices. [5]
 - **Short Order** – A type of transaction in which an Investor symbolically borrows a certain number of stocks (using their existing Margin) and sells them at market price, expecting the stock value to decrease and to make a profit when exiting the position. Exiting is called a *cover*. [6]
 - **Cover Order** – A type of transaction in which an Investor purchases stocks to *cover* the symbolic loan of stocks created by a *short order*. [7]

Portfolio – A detailed account of the *stocks* associated with an *investor* in a given league. Portfolios are unique.

Stock – A type of asset that represents equity in a company.

- **Ask Price** – The price at which a trader is willing to sell a stock.
- **Bid Price** – The price a trader is willing to pay for a stock.
- **Bid-Ask Spread** – The bid-ask spread describes the difference in price between the bid and the ask. These two prices are marginally different, but always with the ask being the more expensive of the two. It represents the friction inherent in trading a stock. [8]
- **Ticker Symbol** – an abbreviation used to uniquely identify publicly traded shares of a particular stock on a particular stock market.
- **Symbol List** – a list of a market/several market’s ticker symbols.

User Roles – Each user with an account can have one or more of the following roles:

- **Investor** – A instance of the User, who commits capital expecting to see it grow in value. Users Instances are referred to as *investors*.
- **League Manager** – A League Manager is an *investor*. A user does not necessarily have this role for every league they are in. Only ones in which they created the League or were given a League Manager role from another League Manager of that League. League Managers control settings of leagues.
- **Site Administrator** – This is the most powerful role. A Site Administrator is a user with elevated privileges, to ban users and delete offensive comments.
- **Suspended** – A user with this role is currently pending losing their Suspended Role, or granted a *Banned* role. While suspended an *Investor* cannot do anything with their Account other then login and view the duration of their suspension, The reasoning behind their ban, and an appeal form if the situation permits.
- **Banned** – A banned user can never be unbanned, this occurs after a rejected suspension appeal.

2 System Requirements

2.1 User Stories

Identifier	User Story	Weight
ST-1	As a user, I can register an account so that I may participate in Capital Games.	10 pts
ST-2	As a user, I can join or create leagues so that I may compete with others in a simulated stock market environment based on real-time stock data.	10 pts
ST-3	As a user, I can search for companies both by company name and stock symbol so I may scout companies I would like to invest in.	6 pts
ST-4	As a user, I can browse a companies profile and view the performance data over a configurable span of time so that I may determine whether or not I want to invest in them.	6 pts
ST-5	As a user, I can buy or sell stocks within a fantasy league I am a member of so I may build my fantasy league portfolio.	10 pts
ST-6	As a user, I can manage my portfolio within a league to track my investments.	8 pts
ST-7	As a user, I can visually track my finances via graphs and charts so I may more easily manage my portfolio.	4 pts
ST-8	As a user new to the stock market, I will have access to tutorials that teach about the stock market via a specially created novice fantasy league.	6 pts
ST-9	As a user, I can see the performance of stocks I invested in via a stock-ticker like marquee so I may have a quick overview of my day-to-day performance.	3 pts

ST-10	As a user, I can see an activity stream of recently executed trades by other users in my leagues so I am always up to date.	5 pts
ST-11	As a user, I can see the performance of other users' portfolios so I may observe the investment habits of others.	2 pts
ST-12	As a user, I can view a list of all members in each of my leagues so I know how many others I am competing with.	1 pt
ST-13	As a user, I can view a portfolio leaderboard so I may have a summary of relative performance between users in my league.	1 pt
ST-14	As a user, I can submit abuse reports on users so I may continue having a positive fantasy league experience. See section 5.7 for details.	5 pts
ST-15	As a user, I can message other users so I may interact with people I am playing within and out of my league.	4 pts
ST-16	As a user, I can post, edit, or delete comments to league pages so I may communicate with leagues en masse.	2 pts
ST-17	As a user, I can opt to receive periodic e-mail notifications of my stock performance or trades so I may be kept up to date even when not actively viewing the site.	3 pts
ST-18	As a user, I can additionally link my account with Facebook so I may share my fantasy league experience with friends.	1 pt
ST-19	As a user, I can recover or change my password so I may always have access to my own account.	5 pts
ST-20	As a user, I can access my profile and settings on a dashboard on the top of every page within the site.	8 pts
ST-21	As a user, I may opt to create a league and become a league manager so I may have my own personal league.	10 pts
ST-22	As a league manager, I can add league rules, a league name, and a league logo to personalize my league.	8 pts
ST-23	As a league manager, I may manage players within the league so I may invite players I want to join, ban players that are being abusive, and assign other league managers.	8 pts

ST-24	As a league manager, I can moderate and delete comments in the league page.	5 pts
ST-25	As a league manager, I can create league announcements.	4 pts
ST-26	As a site administrator, I can view reports of and delete leagues that are abusive in nature.	2 pts
ST-27	As a site administrator, I can delete abusive/offensive comments and ban users or IP addresses so the website remains a clean, positive stock market fantasy league experience.	6 pts
ST-28	As a site administrator, I may post front page news or announcements.	3 pts
ST-29	As a site administrator, I may have access to a user count, number of active leagues, total leagues, quantity of daily transactions, the most/least popular stocks, and newly created or banned users so I may have reliable site statistics.	9 pts

Notes

For representations of use cases that relate to visual requirements, see: [4](#).

ST-18: "Experience" refers to things such as stock purchases, current capital, position within the league, etc.

For other details on the specifications of these user stories, refer to [3.3](#).

2.2 Nonfunctional Requirements

Functional

Additional features for security could be enabled through the use of gems in Ruby on Rails. There exists several packages for the purpose of authentication and authorization of applications. Devise is a Rails gem that provides solutions for authentication. Some key features to this gem are the ability to encrypt and store passwords, provide recovery options for users that have forgotten their password and store a cookie to validate the session. Cancan is a Rails gem that provides solutions for authorization. This will allow for a user to perform different actions based on their position. For example, a user will be able to comment and delete their own comment, but an admin will be able to comment and delete all comments on the league they are an admin of.

Usability

A key point in the design of this application is ease of use and appeal to the users. Through the use of CSS and Bootstrap, we will be able to make the theme of our application consistant and pleasing. With CSS, we will create a universal header and navigation bar that each page will build off of. Javascript will provide for responsiveness and it will be the key framework for which we build our interactive tutorials upon. The interactive tutorials are meant for inexperienced users in

the topic of stocks to learn the fundamentals of the game. Any user that finds themselves lost later on can always view these tutorials again or browse through any specific topic.

Reliability

In order to ensure that there is no confusion to the user in the case of the internet or server failure, all transactions end with a final confirmation, and no changes to the account are made until after this confirmation. A user that leaves the application and returns later will still be logged in. Server failures should be dealt with by the application's host.

Performance

The performance of the site is mostly maintained by the Rails framework. To monitor performance from the application, the Rails Performance Management tool is available to measure speeds and help find problem areas.

Supportability

Ruby on Rails provides measures for supportability. RSpec, Capybara and Cucumber are Rails gems that provide for testing that can be very similar to writing use cases. With these tools, the process of test driven development can be facilitated. The project should be highly portable in the sense that a user will be able to access the website on all major browsers and mobile devices, and have a specialized appearance for both. For maintainability, there is the option of a user to be a site admin. These users can view details about the entire site, such as activity and user feedback. In order to spread the application beyond the bounds of the English speaking world, the Rails I18n API provides framework for translating to provide multi-language support.

2.3 On-Screen Appearance Requirements

The on-screen appearance requirements fall into three general areas including utilizing responsive design, conforming to most popular screen resolutions and refraining from the use of non-universally supported client-side technologies. [9] As more and more devices are becoming capable of browsing the web, one of the main on-screen requirements is to implement responsive client-side markup that can intelligently adapt to the clients UI capabilities. As shown in Figure 2.1, a single page intelligently redistributes its elements to provide a unified interface across devices (in this case, a desktop browser and a smartphone). These capabilities include screen size, screen resolution and input methods. With these points in mind, Capital Games will be built to be usable on traditional desktop browser environments as well as mobile platforms. Javascript will be used to determine the best presentation of a page depending on the users browser.

While a number of standards are emerging in the mobile market in regards to standard screen resolutions, there is still great variability present in conventional monitor sizes and resolutions. According to w3schools.com, as of February 2013, less than 10% of Internet users have a screen resolution less than 1024x768. Therefore, an additional on-screen appearance requirement make Capital Games usable with screen resolutions greater than or equal to 1024 x 768. Finally, client side technologies must also be restricted to ones that are universally supported. Adobe Flash technology will not be used, as it isn't universally supported. Flash can also become pretty sluggish on the clients browser. This constraint will most likely lead to faster content loading and a more

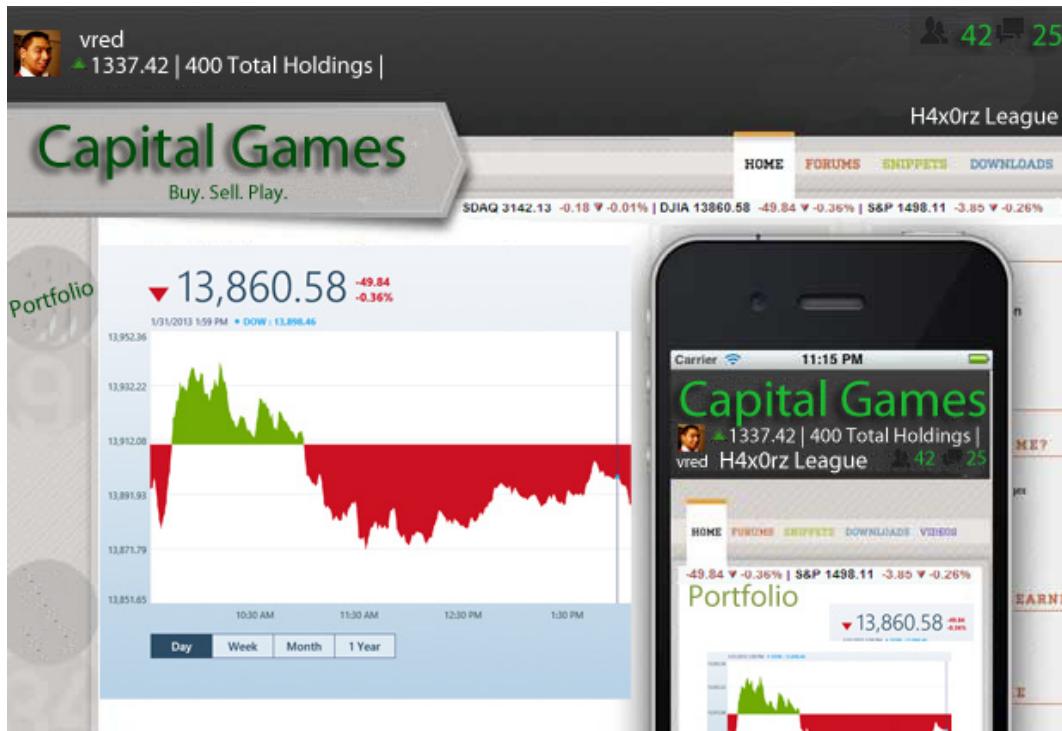


Figure 2.1: This mockup illustrates the concept of Responsive Design with our initial UI mockup. The Responsive Design provides a single unified page which reflows content to match the size of various user devices. Preliminary design elements include interactive graph, scrolling marquee, and persistent navigation bar, corresponding with ST-4, ST-7, and ST-9.

fluid user experience. Instead, HTML5, CSS and Javascript will be used to facilitate interactivity and determine the most suitable presentation of content.

3 Functional Requirements Specification

3.1 Stakeholders

As identified previously, the primary parties interested in this platform would be students and novice investors. However, due to the popularity of related platforms, it is not unrealistic that a future incarnation of this application could be marketed actively towards target groups. For instance, students would be promoted to this service to host various competitions; introductory texts on finance could also place references here. To that end, it behooves us to cater to those primary demographics.

At the same time, gaining a sufficient user base would also open the possibility of discreetly placed advertisements throughout the application. Therefore, we can consider marketing agents to be stakeholders as well, with the caveat that the site will not initially be designed with commercial product placement in mind. Our decision reflects a popular business model for firms today, in which an easily monetizable application does not compromise its rollout with commercials which can easily be implemented later. Yet another reason is the consideration of the various business expenses associated with a commercial rollout – notably the licenses and fees associated with having a commercial (as opposed to free) service.

3.2 Actors and Goals

User

A visitor who has registered and logged in to an account.

- Join/create leagues
- Take part in competitions
- Change personal settings

League Manager

A user who created or controls a league.

- Create a league competition
- Edit league settings

Site Administrator

A user who can control key aspects of the site

- Change global settings
- Create/edit global events
- View statistics of site

Database

The unit that holds all site-relevant data

- Push data back to views about users/events
- Store new data about users/events

Browser

The middleman between user and system

- Present data to the user
- Retrieve data from the user

Yahoo! Finance

The unit that knows about current financial statistics

- Retrieve data about stocks

3.3 Use Cases

Preface

From our user stories, we have derived seven use cases to be fully elaborated upon. These use cases do not necessarily fully encompass all of the requirements for our application, but they touch upon the most important functionalities while also covering a breadth of different aspects. Justification for why each use case was included is written along with it. Another thing worth noting is that the browser is an actor in each of the use cases as it is the medium through which the user interacts with the system. As such, it will be included under the term "System" for the fully-dressed use cases to avoid redundancy and superfluous or wordy additions to the flow of each event.

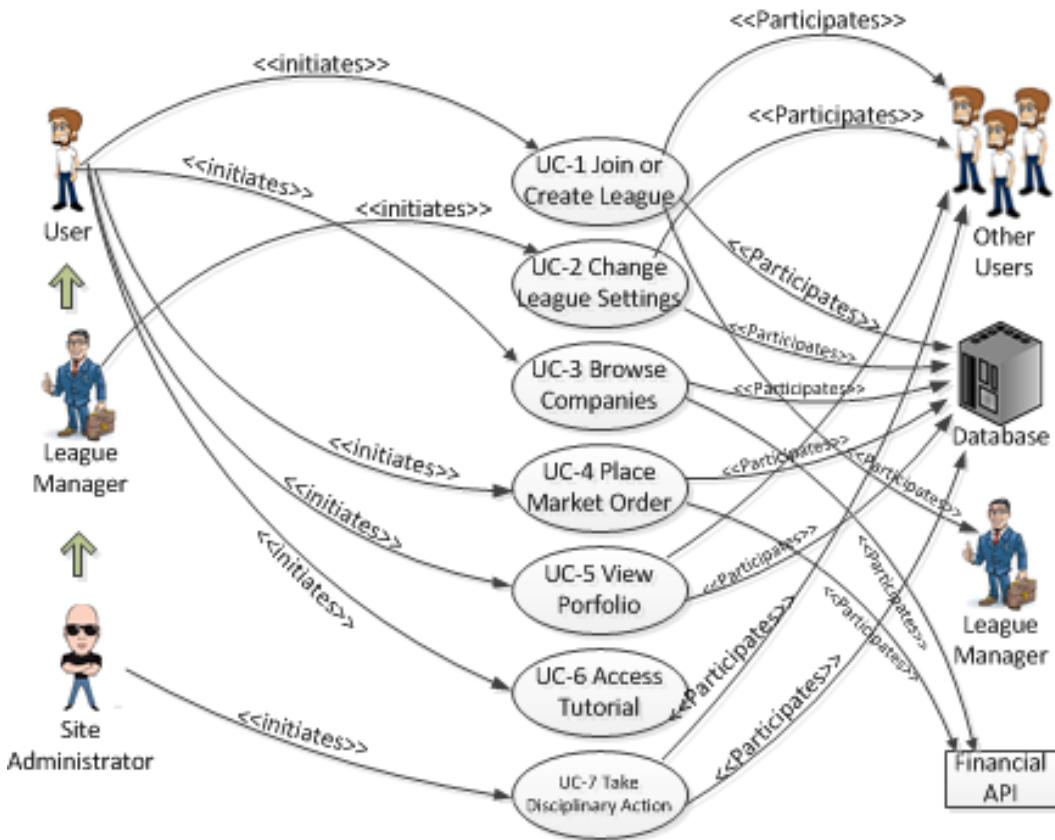


Figure 3.1: This graphic illustrates the relationships between the core actors of our platform.

Fully-Dressed Use Cases

Before a user can participate in most of the functionality of our site, the user must first join or create a league. To the user, creating a league is very similar to joining a league, the notable differences being that the user becomes League Manager of a league that they create and then must also invite users to join said league. Therefore, we detail joining/creation as a single use case. User invitation, as a responsibility of the League Manager, will be explored in a later use case. One relevant aspect of the responsibility of a League Manager to the use case though, is whether a league is made public or private; that is, whether it shows up in a public league listing page or can only be joined by direct initiation from the League Manager. Thus, our first use case involves a business policy:

CG-BP01: So that a user may create a join leagues with only their friends, leagues marked as private will not show up on the league listings unless a user is a current or pending member.

Thus, a user will only be able to browse listings of public leagues or private leagues to which they have access.

Use Case UC-1 Join or Create League

Related Requirements:	ST-2, ST-21
Initiating Actor:	User
Actor's Goal:	To join or create a fantasy finance league
Participating Actors:	Database, Other Users, League Managers
Preconditions:	<ul style="list-style-type: none"> -If joining a league, either a public league exists and has open positions or player has been invited to a private league -User is logged in
Postconditions:	-The Database is updated to reflect the creation of or addition to the league
Flow of Events for Main Success Scenario:	
→	1. User navigates to leagues listing page
←	2. System displays public and pending private leagues available for the User , sorted by date created
→	3. User selects join on a league in which they are interesting in joining and to which they have access
←	4. System authorizes user and registers User into that league, notifying Database to update to reflect this change
Flow of Events for Extensions (Alternate Scenarios):	
3a.	The user selects create league rather than join league
→	1. User inputs desired league name and settings
←	2. System (a) creates the league and inputs it to the Database and (b) registers the User into that league as League Manager
4a.	The user attempts to join or create a league without permission
←	1. System rejects request and delivers reason for rejection

It is important here to note another business policy of our site relevant to the user's experience:

CG-BP02: A user is able to join an unlimited number of leagues and become League Manager for as many leagues as the user wishes to create.

Though the settings are selected when creating the league, any League Manager can change certain settings of their league at any time. These settings are comprehensive, including such items as name, privacy, number of spots, and duration. In addition, the League Manager can also manage members from the settings. However, certain settings cannot be changed after the league enters active competition, such as starting capital, commission rate, and margin, because changing primary competition rules mid-game would be unfair.

Use Case UC-2 Change League Settings
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Related Requirements:	ST-22, ST-23
Initiating Actor:	League Manager
Actor's Goal:	To change the settings of a league and manage its members
Participating Actors:	Database, other Users
Preconditions:	<ul style="list-style-type: none"> -User is the League Manager of the league -User is logged in
Postconditions:	-The league settings have been changed as desired and the Database reflects the changes
Flow of Events for Main Success Scenario:	
→	1. League Manager selects the league settings option from the league page
←	2. System requests the current settings from the Database and presents them to the League Manager along with options to change select settings
→	3. League Manager updates the settings, such as privacy, league name, number of spots, and managing users
←	4. System sends the updated settings to the Database
Flow of Events for Extensions (Alternate Scenarios):	
1a.	The User selecting league settings is not the League Manager
←	1. System requests the current settings from the Database and displays them, but does not provide ways to change them
4a.	The League Manager has altered the status of a league member
←	1. System will request the Database to update the User 's status in the league, be it becoming league manager or removing that User 's instance from this league (banned)

It is of some concern that League Managers may become abusive of their powers, and therefore it is important to create on a policy to explicitly state how this power is treated. In modern fantasy leagues (such as football, baseball, etc.), the League Manager does not typically have their power moderated, and this has not caused any problems in the success of these fantasy websites. The ability to leave a league and join another is left to the users if they feel that their league manager has become abusive. Their joining of the league acts as an implicit contract to accept of the League Manager's settings. However, if this League Manager becomes a problem and users bring it to an administrator's attention, disciplinary action may be taken. Thus we generate the next site policy:

CG-BP03: A League Manager is able to change the status of users in their league without moderation. However, if a League Manager is deemed abusive, a site administrator may take disciplinary action against them.

Core to our site is the ability of the user to have access to information about companies so that the user may make informed decisions on how he would like to invest. As this is so crucial to the functionality of this project, it is absolutely necessary to make information easily available

to the user and presented in a way that is clear and easy to understand. Therefore, the search of companies as mentioned in ST-3 should be simple to use and intuitive and the display of company profiles as mentioned in ST-4 should be such that a user can easily access any desired information about the company's financial performance.

Use Case UC-3 Browse Companies	
Related Requirements:	ST-3, ST-4
Initiating Actor:	User
Actor's Goal:	To bring up information on a desired company
Participating Actors:	Database, Yahoo! Finance
Preconditions:	<ul style="list-style-type: none"> -Yahoo! Finance is accepting inquiries -User is logged in
Postconditions:	-None worth mentioning
Flow of Events for Main Success Scenario:	
→	1. User begins entering a search term
←	2. System makes suggestions for companies in real-time
→	3. User enters search term or selects a suggestion
←	4. System (a) requests information from Yahoo! Finance and (b) displays the information to the user in a clear and interactive manner
Flow of Events for Extensions (Alternate Scenarios):	
1a.	The User selects a direct link to a company rather than enter a search term
←	1. Same as step 4 above
3a.	The search term is invalid, i.e. the company does not exist
←	1. System informs user company does not exist and offers similarly titled companies as links

Note that the exact way in which the information requested from the Yahoo! Finance is displayed to the user is not specified in this use case. This will be described instead in later sections about on-screen appearance requirements as to try to separate the functionality of the site and design of the site as separate as possible.

The goal of browsing companies ultimately is for the user to gain the knowledge needed to place market orders. Market orders are the atomic action of our site; i.e. the center point of every league is the user's ability to initiate transactions in an attempt to invest their money as best they can.

Use Case UC-4 Place Market Order	
Related Requirements:	ST-5

Initiating Actor:	User
Actor's Goal:	To place a market, stop, or limit order
Participating Actors:	Database, Yahoo! Finance
Preconditions:	<ul style="list-style-type: none"> -Yahoo! Finance is accepting inquiries -User is logged in -User is a member of a league
Postconditions:	-User's portfolio is updated to reflect change in position
Flow of Events for Main Success Scenario:	
→	1. User selects the league in which they would like to place the order
←	2. System displays prompt for market order, including type, amount, and company
→	3. User fills out form and requests the order be placed
←	4. System (a) requests market price from Yahoo! Finance and (b) places the order into the Database
←	5. The order either resolves or expires, and the System updates the User's position in the Database accordingly
Flow of Events for Extensions (Alternate Scenarios):	
1a.	The User chooses to place a market order from a company's profile rather than from the league page
→	1. The User selects which league in which to place the order
←	2. The System takes the User to league marker order prompt as described in Step 2 above, with the prompt for company already filled out
→	3. Go to Step 3 above
4a.	The User does not have enough money or margin to place the order
←	1. System informs the User that they do not have enough money or margin to place the order and returns them to the market order prompt

The potential kinds of orders referenced in the above use case are defined in the glossary. The details on the necessary computations to enact these orders will be defined in a section later on.

In order to keep track of their own finances and any of their fellow league member's finances, a user must be able to view member portfolios. This keeps with the competitive nature of our site in addition to allowing the user to track their own progress.

Use Case UC-5 View Portfolio	
Related Requirements:	ST-6, ST-7, ST-11
Initiating Actor:	User
Actor's Goal:	To view one's own finances or another's finances

Participating Actors:	Database, other Users
Preconditions:	<ul style="list-style-type: none"> -User is a member of a league -User is logged in -Database is tracking user's position
Postconditions:	-None worth mentioning
Flow of Events for Main Success Scenario:	
→	1. User selects a league member's profile
←	2. System requests that member's information from the Database and displays it in an organized and graphical manner to the User
Flow of Events for Extensions (Alternate Scenarios):	
2a. User is viewing their own portfolio	
←	1. System gives the User options to place market orders related to their existing positions

Once again, the exact display of information is not defined in the use case, but rather will be explored further in the section about user interface specifications. Next to discuss is the tutorial as referenced in ST-8. We consider this to be one of the main aspects that separates us from previous iterations of fantasy stock leagues; our site will educate users new to finance and enable them to learn all about the world of finance and how to invest, in addition to how these subjects relate to the use of our site.

Use Case UC-6 Access Tutorials	
Related Requirements:	ST-8
Initiating Actor:	User
Actor's Goal:	To become educated in finance
Participating Actors:	None
Preconditions:	<ul style="list-style-type: none"> -User is logged in
Postconditions:	-None worth mentioning
Flow of Events for Main Success Scenario:	
→	1. User selects the tutorial option from the site's main page
←	2. System displays possible topics on which the User may be educated on
→	3. User selects topic
←	4. System presents an interactive tutorial to the User , which will be further elaborated upon in a later section

In order to maintain a clean fantasy finance experience for our regular users, site administrators will reserve the ability to moderate other users—issuing warnings, suspensions, or even bans

for abusive activity. To put it explicitly:

CG-BP04: Site administrators will warn, suspend, or ban users for abusive activity—this includes aggressive behavior on league comments or user messages, spamming users, joining numerous leagues without active participation, and anything else that is deemed to harm the experience for other users.

Use Case UC-7 Take Disciplinary Action	
Related Requirements:	ST-27
Initiating Actor:	Site Administrator
Actor's Goal:	To take action against an abusive User
Participating Actors:	Database, Users
Preconditions:	<ul style="list-style-type: none"> -Initiating actor is a Site Administrator -There are outstanding abuse reports
Postconditions:	<ul style="list-style-type: none"> -The Database is updated to reflect any actions taken against the User The abuse report shows that it has been resolved on the administration page
Flow of Events for Main Success Scenario:	
→	1. Site Administrator selects the site administration page option from the main screen (only viewable by Site Administrators)
←	2. System makes a request to the Database and displays all outstanding abuse reports
→	3. Site Administrator (a) selects an abuse report, (b) reviews the report, and (c) selects what action is to be taken (if any)
←	4. System implements the action selected by the Site Administrator and updates the Database accordingly
←	5. System notifies the offending User of any actions taken against them

3.4 System Sequence Diagrams

In the following sequence diagrams, we describe exactly the interactions between the key actors our system. It is important to note that most of the interaction between the user (or league manager or site administrator) and system is facilitated by the browser. The user, through filling forms and button clicks, instructs the browser which requests to make to the system. In turn, the system communicates with the database to request the desired data, takes any required actions, and delivers the data to the browser for presentation to the user.

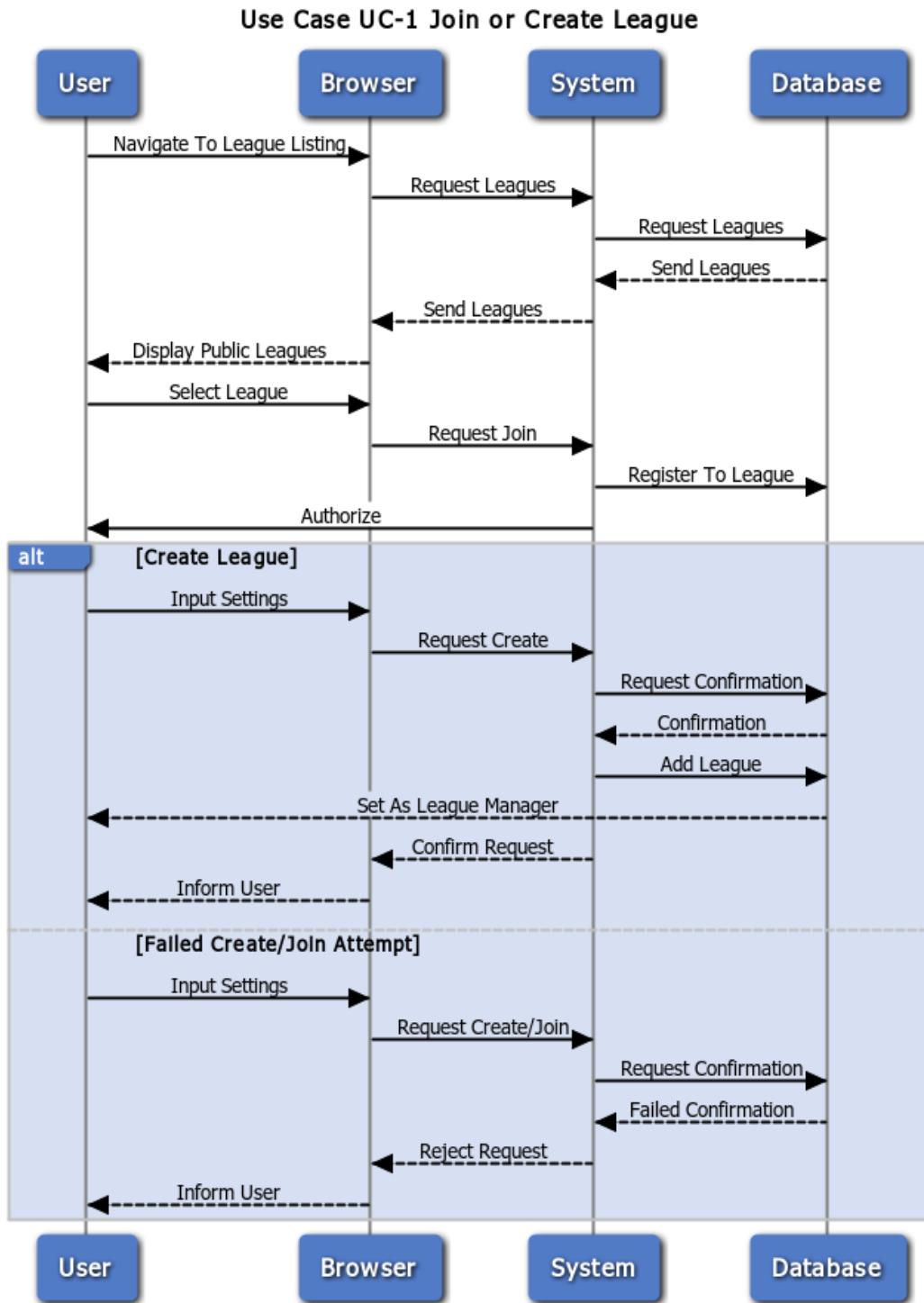


Figure 3.2: See UC-1 on page 15. When the user navigates to the league listing page, they invoke this use case. The user initiates a request to view all the public leagues and the system retrieves them from the database. Then, they are presented to the user who is given the option to join any valid league.

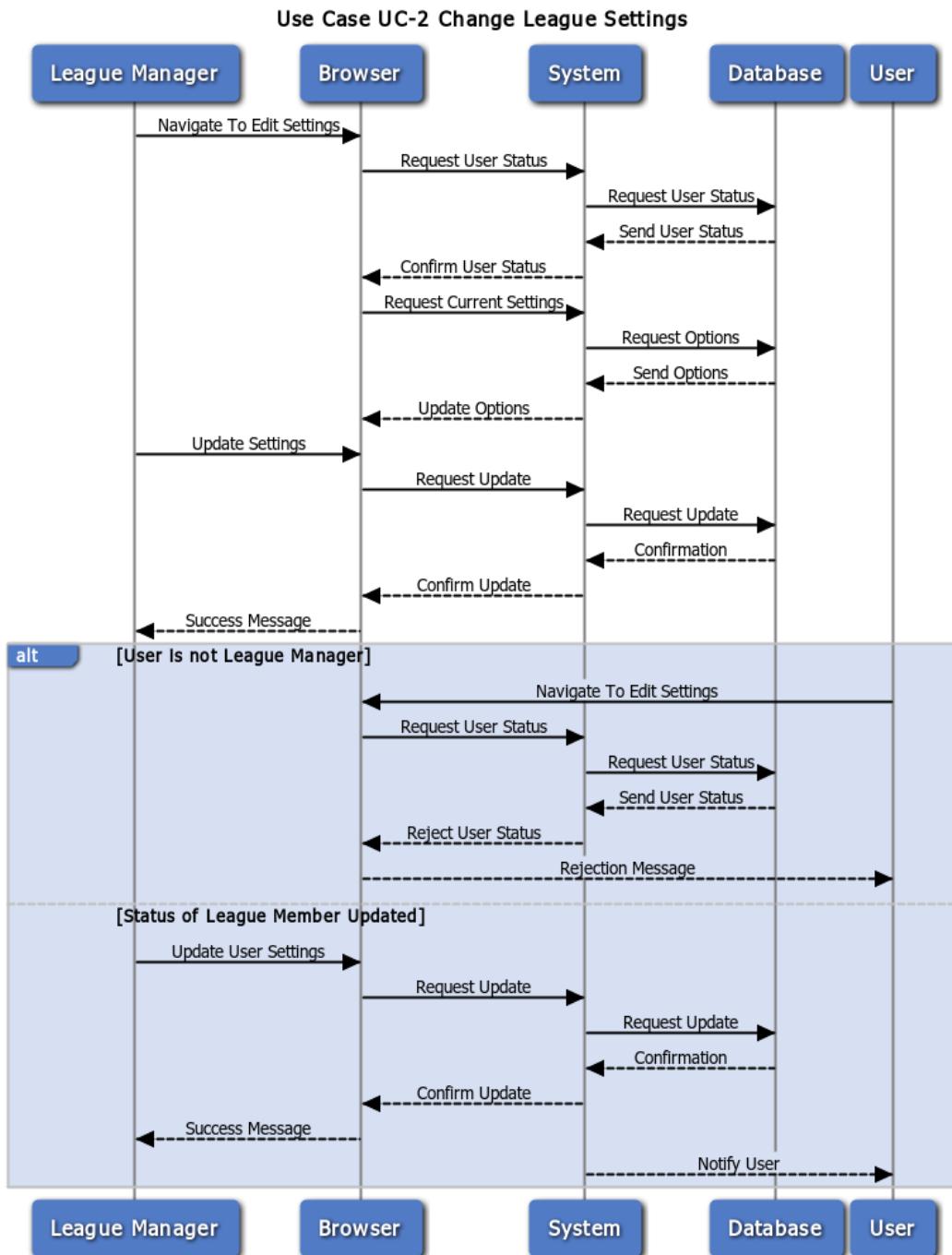


Figure 3.3: See UC-2 on page 16. This is sequence of events that occur when a league manager alters the league settings. The system fetches the current settings from the database and returns them to the browser. It also ensures that the user attempting this change is a league manager. Then, the user can initiate a request to change the settings which will be enacted out by the system. If the league manager changes the status of a user within the league, the system notifies that user.

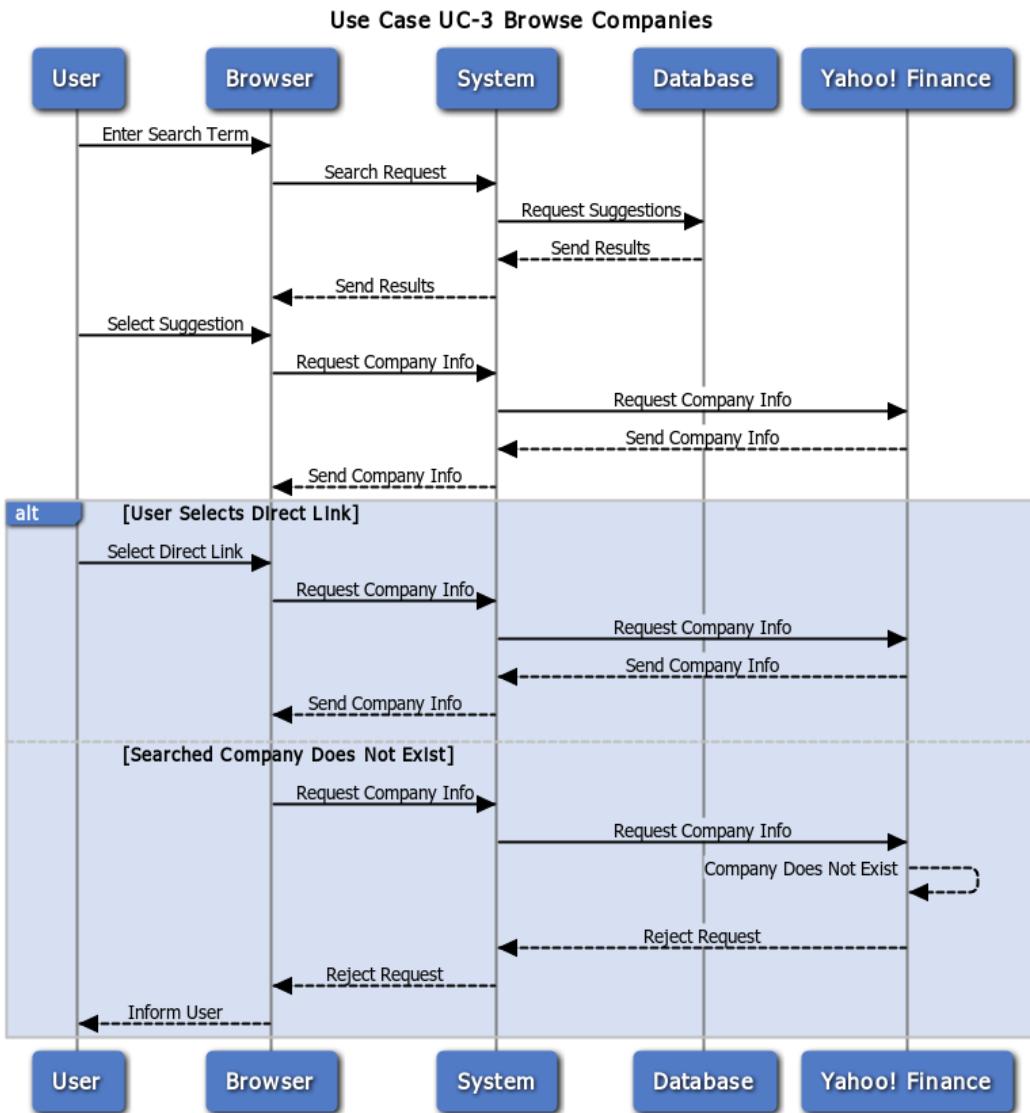


Figure 3.4: See UC-3 on page 18. When the user desires to research companies, this is the sequence that follows. The user is able to search and browse for companies. They can also get to a company's page through a direct link. Yahoo! Finance responds to requests and delivers data to our system which is then transferred to the browser and fills out a company profile.

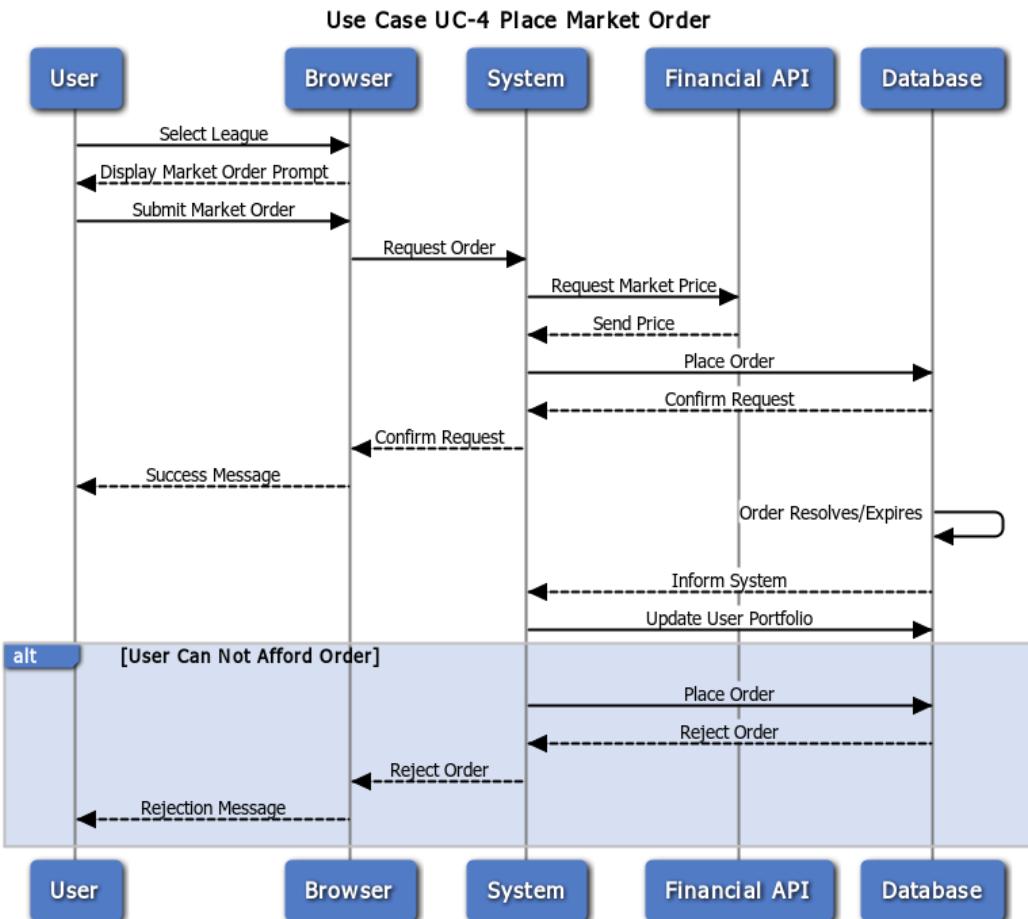


Figure 3.5: See for UC-4 on page 18. This sequence encompasses the bread and butter of our application—market orders. The user selects a league in which to place an order, fills out a prompt in the browser which then submits the request to the system. The system inserts the order into the database and enqueues it (the queuing system will be elaborated upon in a later section). Once the order resolves or expires, the database notifies the system and the user’s portfolio is updated accordingly.

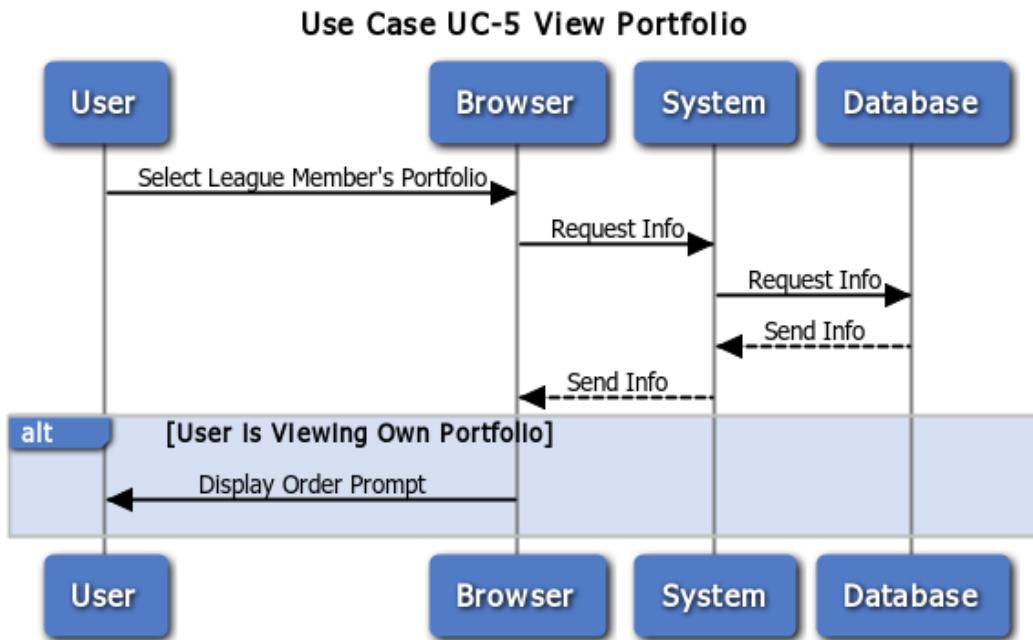


Figure 3.6: See UC-5 on page 19. This use case is relatively straightforward. The user browses to a league member's portfolio, and the browser submits a request to the database for that portfolio's information.

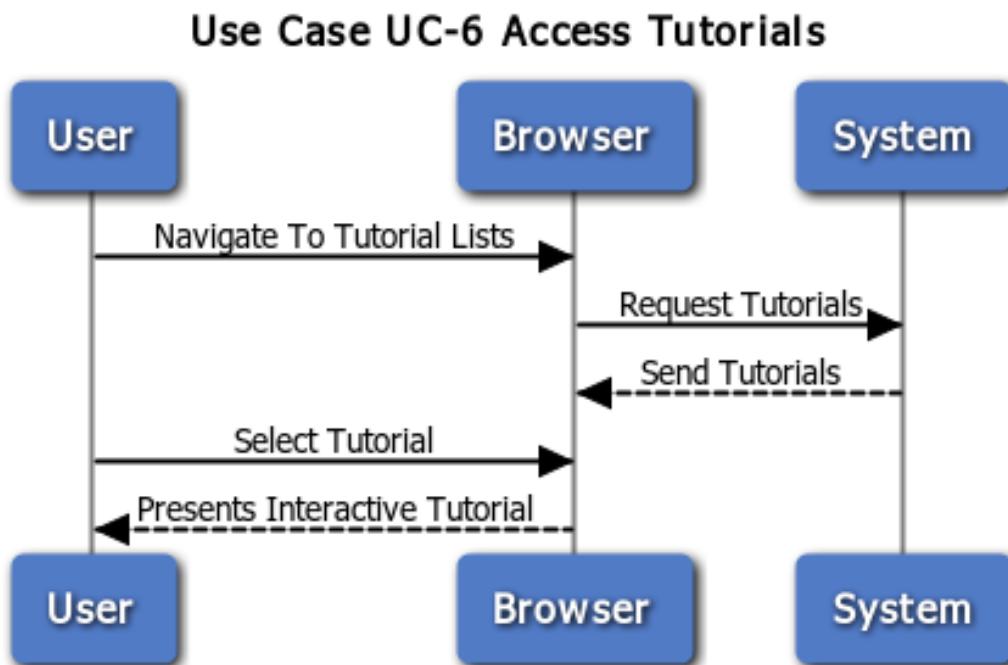


Figure 3.7: See UC-6 on page 20. Another simple use case. The user simply navigates to the tutorial page, which is populated by the system.

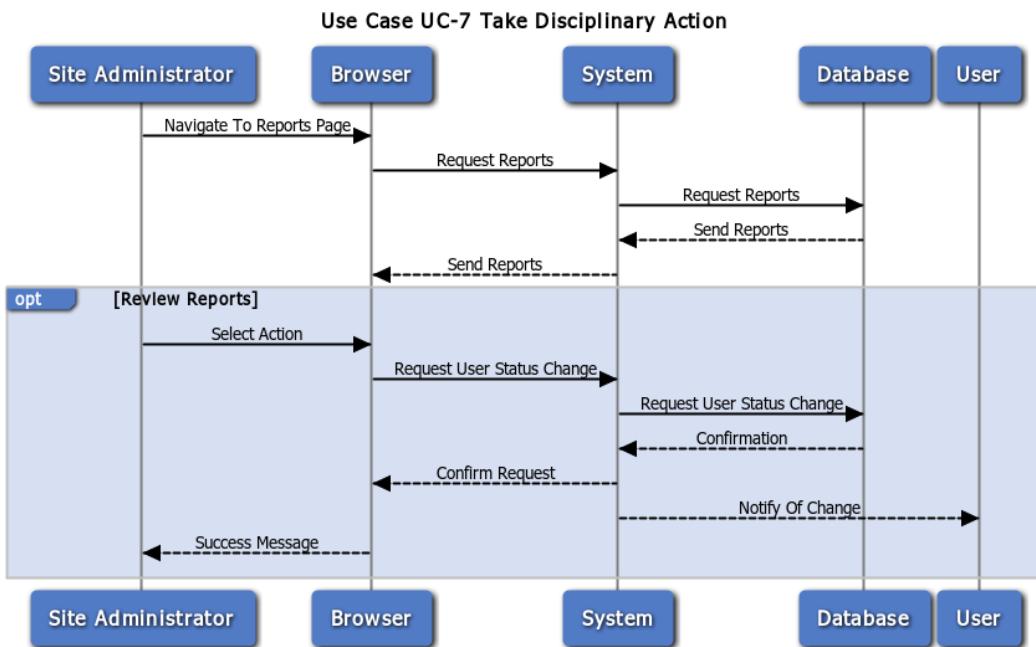


Figure 3.8: See UC-7 on page 21. When a site administrator navigates to observe any outstanding abuse reports, this flow of events is initiated. The database delivers all outstanding reports to the system which then populates them in the browser. If the administrator decides to take an action, the status change is reflected in the database, and the system notifies the user of whatever action was taken against them.

4 User Interface Specification

4.1 Preliminary Design

The user interface of CapitalGames emphasizes easy to understand graphical representations of financial metrics pertaining to various aspects of trading and the economy in general. In addition, color harmony and adequate space distribution is a priority to provide a pleasant user experience. A UI design built on top of the responsive Bootstrap UI framework was chosen due to its extensive support for many UI components needed in the application. The center of the CapitalGames experience is the dashboard where a user can quickly see an overview of his/her performance in all leagues, join new leagues and learn more about finance. Each primary view is presented below with particular attention having been put into a consistant and uniform user experience. Each view is annotated with applicable use cases so that a sequence of views can be determined for each use case.

4.2 User Effort Estimation

Capital Games will utilize a streamlined user interface that has become rampant in modern web design. Essentially, all user interaction regarding login/sign-up and even actual interactions with their fantasy leagues and league portfolios can all be done within at most ten clicks and 50 keystrokes for data entry, and most of these interactions are in the registration process.

1. Login/Registration: 2 mouse clicks and 50 keystrokes
 - a) Click Login/Register on the corner of the header.
 - b) Data entry (20 keystrokes for username and password). (In addition, for registration, 10 to confirm password, 15 for e-mail address, and 5 for CAPTCHA for spambot control over the login/registration interfaces) In addition, all these keystrokes can be simplified

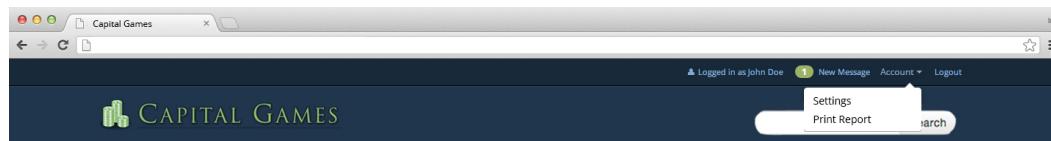


Figure 4.1: The header was designed to provide a persistant area for search and account management. It also establishes the branding of our application which is important for future recognition. It features the search field with auto-complete functionality.

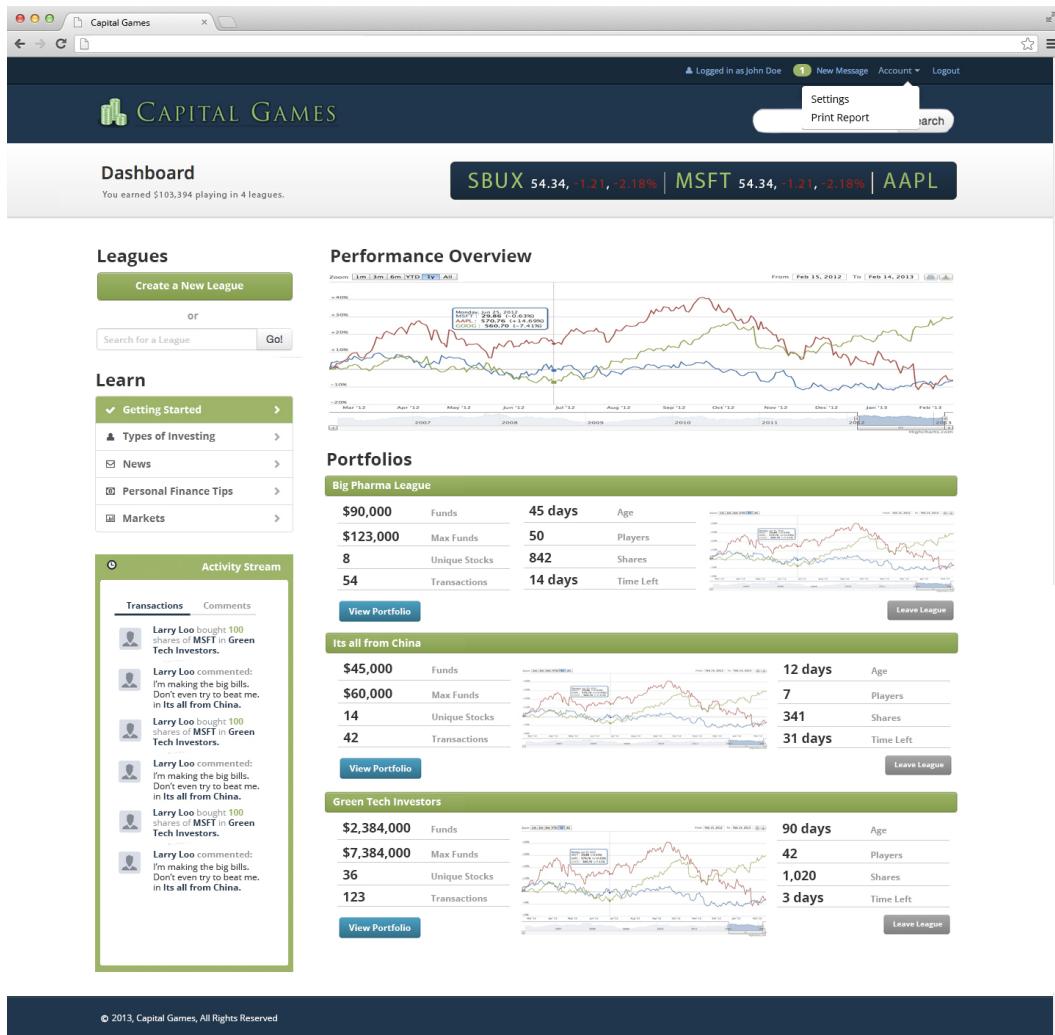


Figure 4.2: The dashboard was designed to conveniently notify the user of his/her performance in all leagues. This is done with the prominent graphic at the top of the content body as well as with all the brief views of active portfolios.

in one click with Facebook integration, in which the site will pull their Facebook login data and use it for Capital Games.

2. League Portfolio Interaction: Buy/Sell, 3 clicks and 10 keystrokes
 - a) Click Portfolio tab in navigation menu header.
 - b) Hover over any company listing on the page with your cursor and click Buy/Sell.
 - c) Input amount of shares you want to buy/sell.
 - d) Click to confirm.
3. Create Fantasy League: 10 clicks and 10 keystrokes
 - a) Click League tab in navigation menu header.
 - b) Click Create New League in submenu.

The screenshot shows a web browser window for 'Capital Games'. The title bar says 'Capital Games'. The top navigation bar includes 'Logged in as John Doe', 'New Message' (with 1 notification), 'Account', and 'Logout'. Below the title bar is the 'CAPITAL GAMES' logo with three green bars.

The main content area is titled 'Leagues' and displays a message: 'There are currently 74 leagues active, 44 of which are public and 30 of which are private.' On the left, there's a sidebar with 'Create a New League' button, a search bar ('Search for a League'), and a 'Learn' section with links like 'Getting Started', 'Types of Investing', 'News', 'Personal Finance Tips', and 'Markets'.

The central part of the page is a table showing league details:

Name	Permission	Members	Slots Open	Actions
Green Tech Investors	Public	45	5	View League Join League
Its all from China	Public	34	4	View League Join League
Big Pharma League	Private	25	5	View League Request Entry
Green Tech Investors	Public	45	4	View League Join League
Its all from China	Private	34	7	View League Request Entry
Big Pharma League	Private	25	5	View League Request Entry
Green Tech Investors	Public	45	8	View League Join League
Its all from China	Private	34	10	View League Request Entry
Big Pharma League	Public	25	4	View League Join League
Green Tech Investors	Public	45	5	View League Join League
Its all from China	Public	34	1	View League Join League

Below the table is an 'Activity Stream' sidebar with a 'Transactions' tab. It lists several transactions by a user named 'Larry Loo':

- Larry Loo bought 100 shares of MSFT in Green Tech Investors.
- Larry Loo commented: I'm making the big bills. Don't even try to beat me. In Its all from China.
- Larry Loo bought 100 shares of MSFT in Green Tech Investors.
- Larry Loo commented: I'm making the big bills. Don't even try to beat me. In Its all from China.
- Larry Loo commented: I'm making the big bills. Don't even try to beat me. In Its all from China.

At the bottom of the page is a footer with '© 2013, Capital Games, All Rights Reserved'.

Figure 4.3: The leagues view was designed to cleanly display all leagues which a user might be interested in. It is used both when browsing and when searching for a particular league.

- c) Enter League Name and Click Checkboxes for desired rules.
 - d) Click to confirm.
4. Company: 3 clicks and 4 keystrokes
 - a) Press the Trade button
 - b) Select Buy/Sell
 - c) Type in number of stocks
 - d) Click to accept
 5. League Users: One click
 - a) To view all members of the league, click See All Members
 - b) As an Administrator or League Manager, deleting comments is one click on the delete button next to a comment

The screenshot shows a web browser window for 'Capital Games'. The title bar says 'Capital Games'. The top navigation bar includes links for 'Logged in as John Doe', 'New Message' (with a notification count of 1), 'Account', and 'Logout'. Below the navigation is the 'CAPITAL GAMES' logo. A search bar is on the right. The main content area is titled 'Administration' and displays a message: 'There are currently 40 active users, out of a total of 150 users playing in 40 leagues.' On the left, there's a sidebar with a tree view: 'Leagues' (selected), 'Users', 'Comments', 'Announcements', and 'Statistics'. The main content area is titled 'Leagues' and contains a table with the following data:

ID	Name	Administrator	Members	Actions
1	Green Tech Investors	Larry Loo	45	View League Delete League
2	Its all from China	Larry Loo	34	View League Delete League
3	Big Pharma League	Larry Loo	25	View League Delete League
1	Green Tech Investors	Larry Loo	45	View League Delete League
2	Its all from China	Larry Loo	34	View League Delete League
3	Big Pharma League	Larry Loo	25	View League Delete League
1	Green Tech Investors	Larry Loo	45	View League Delete League
2	Its all from China	Larry Loo	34	View League Delete League
3	Big Pharma League	Larry Loo	25	View League Delete League
1	Green Tech Investors	Larry Loo	45	View League Delete League
2	Its all from China	Larry Loo	34	View League Delete League

Below the table are navigation buttons: 'Prev', '1' (highlighted in green), '2', '3', '4', and 'Next'.

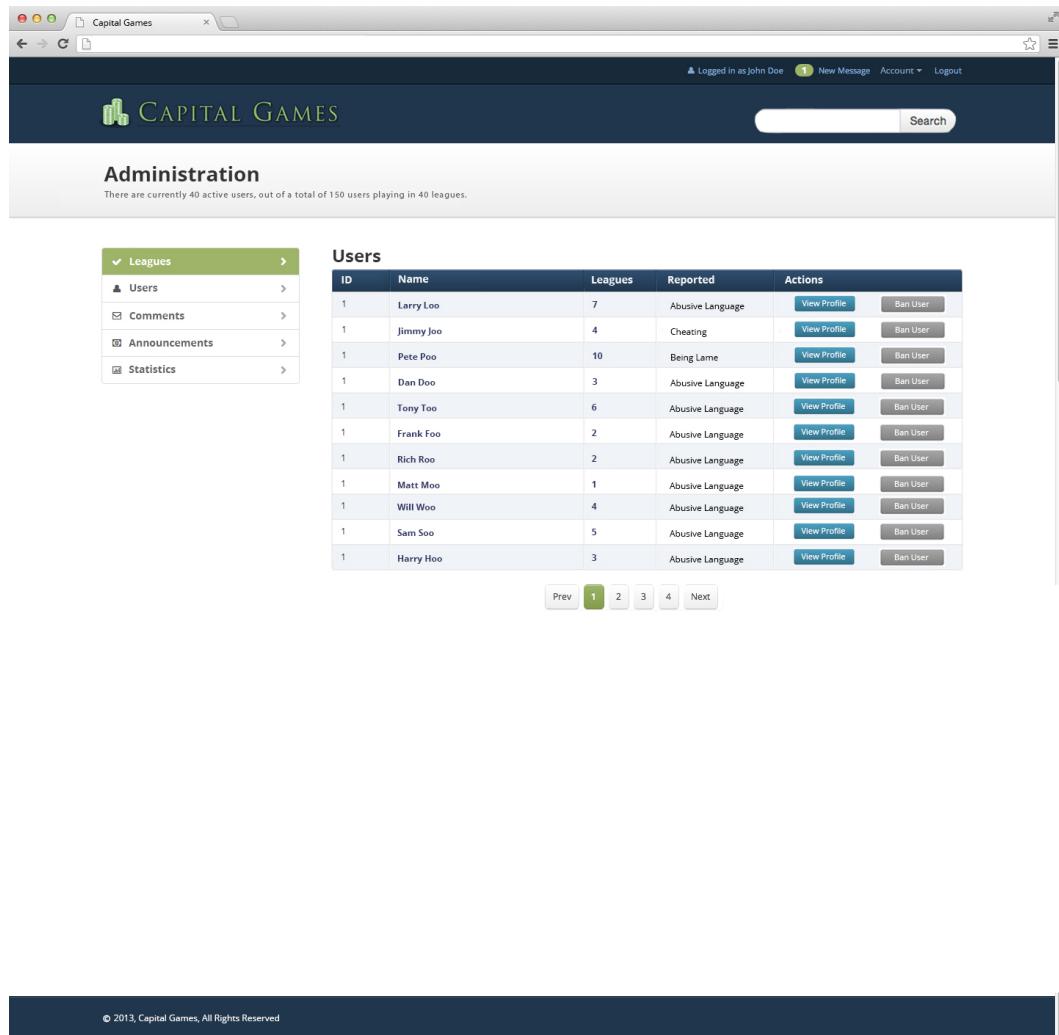
Figure 4.4: The administration area is a multi view component enabling administrators to manage all aspects of the system from user management to viewing overall system statistics.

6. League Manager: Four clicks

- Click League Settings
- Click Users tab
- Edit anything
- Click Save Changes

7. Messages: 2 clicks plus message

- Click friend from drop down list
- Enter message
- Click send



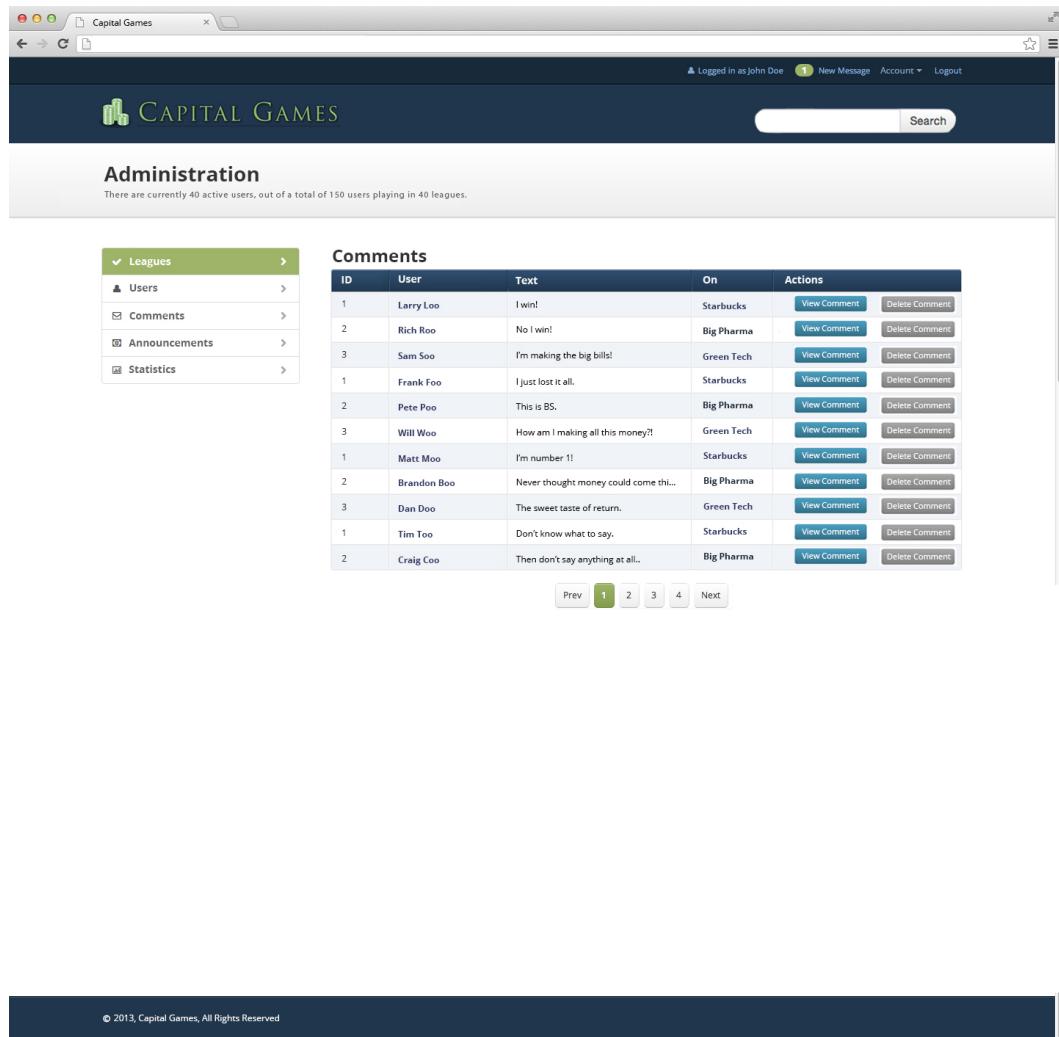
The screenshot shows a web browser window for 'Capital Games'. The title bar says 'Capital Games'. The top navigation bar includes links for 'Logged in as John Doe', 'New Message', 'Account', and 'Logout'. Below the navigation is the 'CAPITAL GAMES' logo and a search bar. The main content area is titled 'Administration' and displays a message: 'There are currently 40 active users, out of a total of 150 users playing in 40 leagues.' On the left, there's a sidebar with a 'Leagues' section containing 'Users', 'Comments', 'Announcements', and 'Statistics'. The main area is titled 'Users' and contains a table with the following data:

ID	Name	Leagues	Reported	Actions
1	Larry Loo	7	Abusive Language	View Profile Ban User
1	Jimmy Joo	4	Cheating	View Profile Ban User
1	Pete Poo	10	Being Lame	View Profile Ban User
1	Dan Doo	3	Abusive Language	View Profile Ban User
1	Tony Too	6	Abusive Language	View Profile Ban User
1	Frank Foo	2	Abusive Language	View Profile Ban User
1	Rich Roo	2	Abusive Language	View Profile Ban User
1	Matt Moo	1	Abusive Language	View Profile Ban User
1	Will Woo	4	Abusive Language	View Profile Ban User
1	Sam Soo	5	Abusive Language	View Profile Ban User
1	Harry Hoo	3	Abusive Language	View Profile Ban User

At the bottom of the table are navigation links: 'Prev', page numbers '1', '2', '3', '4', and 'Next'.

In the footer, it says '© 2013, Capital Games, All Rights Reserved'.

Figure 4.5: This portion of the administration area contains a top-down view of comments posted by users in various locations, and the ability to ban them with a single click.



The screenshot shows a web-based administration interface for 'Capital Games'. At the top, there's a navigation bar with links for 'Logged in as John Doe', 'New Message', 'Account', and 'Logout'. Below the navigation is the 'CAPITAL GAMES' logo and a search bar. The main content area is titled 'Administration' and displays a message: 'There are currently 40 active users, out of a total of 150 users playing in 40 leagues.' On the left, there's a sidebar with a 'Leagues' section containing 'Users', 'Comments', 'Announcements', and 'Statistics' items. The right side features a table titled 'Comments' with columns for 'ID', 'User', 'Text', 'On', and 'Actions'. The table lists 14 comments from various users like Larry Loo, Rich Roo, Sam Soo, Frank Foo, Pete Poo, Will Woo, Matt Moo, Brandon Boo, Dan Doo, Tim Too, and Craig Coo, posted on platforms like Starbucks, Big Pharma, and Green Tech. Each comment has 'View Comment' and 'Delete Comment' buttons. Navigation buttons at the bottom of the table allow for page selection.

Comments				
ID	User	Text	On	Actions
1	Larry Loo	I win!	Starbucks	View Comment Delete Comment
2	Rich Roo	No I win!	Big Pharma	View Comment Delete Comment
3	Sam Soo	I'm making the big bills!	Green Tech	View Comment Delete Comment
1	Frank Foo	I just lost it all.	Starbucks	View Comment Delete Comment
2	Pete Poo	This is BS.	Big Pharma	View Comment Delete Comment
3	Will Woo	How am I making all this money?!	Green Tech	View Comment Delete Comment
1	Matt Moo	I'm number 1!	Starbucks	View Comment Delete Comment
2	Brandon Boo	Never thought money could come thi...	Big Pharma	View Comment Delete Comment
3	Dan Doo	The sweet taste of return.	Green Tech	View Comment Delete Comment
1	Tim Too	Don't know what to say.	Starbucks	View Comment Delete Comment
2	Craig Coo	Then don't say anything at all..	Big Pharma	View Comment Delete Comment

Figure 4.6: This portion of the administration area contains a top-down view of comments posted by users in various locations, and the ability to delete them with a single click.

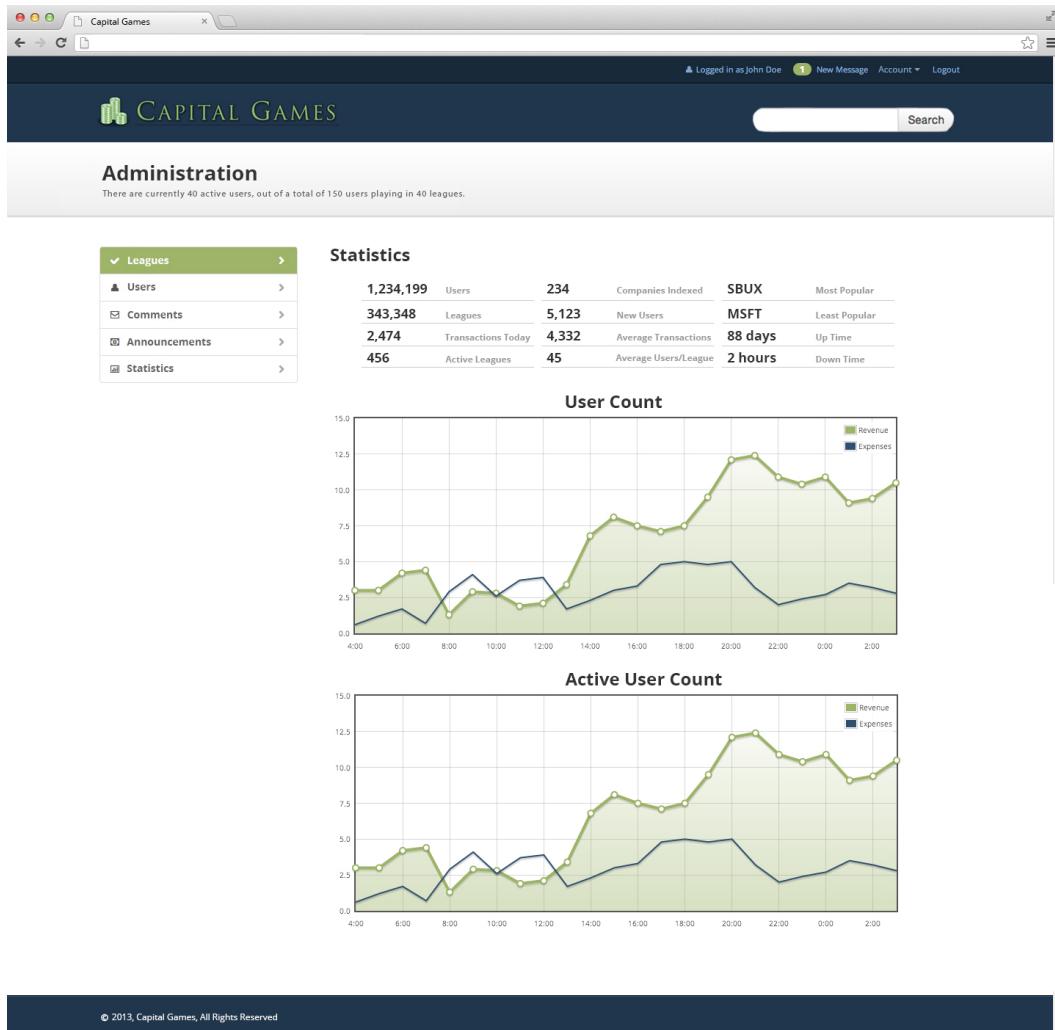
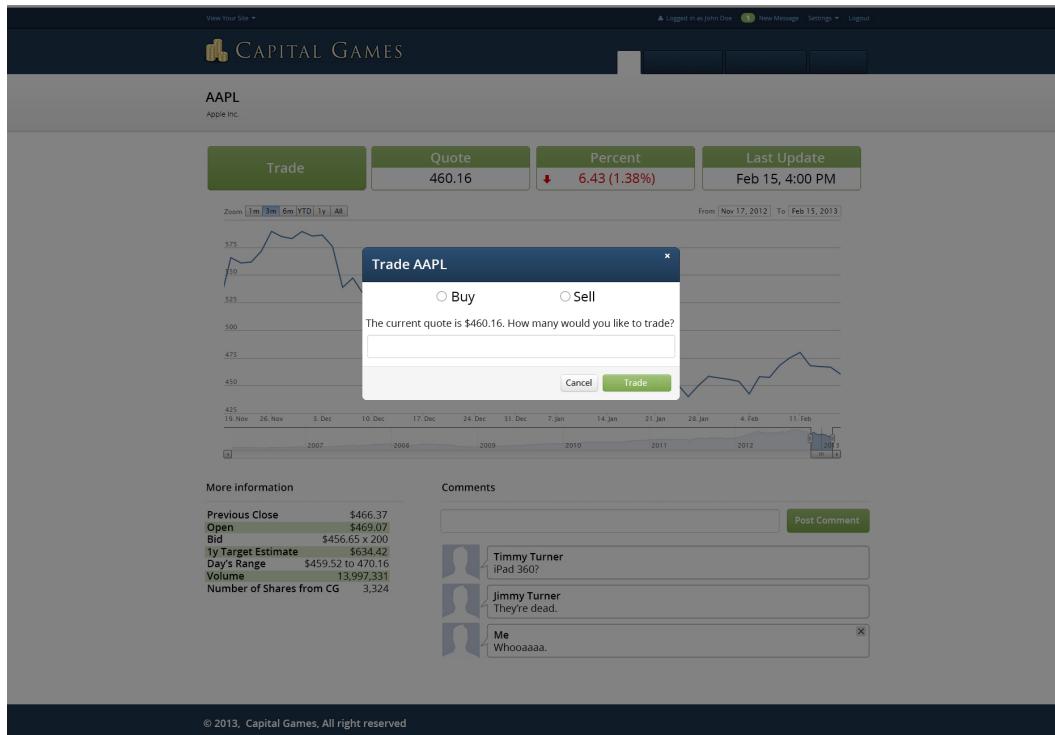


Figure 4.7: This section of the administration area contains statistics of interest.



Figure 4.8: From the Company page, you are able to view details statistics about certain companies after being linked to it or searching for it. Major details, such as the quote, are up at the top while further details are at the bottom. A user can comment on the company on the bottom right. If you decide that you want to trade, you simply press the trade button and a box will pop-up, giving you options for the trade.



The screenshot shows a web application interface for a financial league. At the top, there's a dark header bar with a logo, user status (Logged in as John Doe), and navigation links (New Message, Settings, Logout). Below the header, the title "CAPITAL GAMES" is displayed next to a gold trophy icon. The main content area features a banner for the league "The Money M4kers" with the tagline "We're the best league ever ever ever." A green button labeled "Join this League" is visible.

Key statistics for the league are shown in a row: Members (1030), Start Date (1/23/13), and End Date (1/23/13). Below this, a table lists the top 10 users by market value:

Rank	Username	Market Value
1	cuffo	\$1,000,000
2	red	\$999,999
3	rethage	\$999,998
4	rabin	\$999,997
5	adler	\$999,996
6	palum	\$999,995
7	masic	\$1
8	name	\$0
9	canada	\$0
10	hello	\$12,232,234

A green button at the bottom of this section says "See all members". To the right, a callout box highlights the first-place winner: "First place receives \$100,000" and "Current placeholder". It shows a profile picture of "cuffo" and their stats: Market Value (\$1,000,000), Portfolio Value (\$886,429), % return (40.94%), Last activity (Bought 3 GOOG), and Friends (1230). To the right of this are sections for "Second Place" and "Third Place", both currently empty.

Below the stats, there are two columns: "Activity" and "Comments". The "Activity" column lists recent actions by users, such as announcements and stock purchases. The "Comments" column shows a conversation between "Timmy Turner" and "Jimmy Turner".

At the bottom of the page, a footer bar contains the text "© 2013, Capital Games, All rights reserved".

Figure 4.9: From this page, you are able to view a certain league. Up at the top are the main facts about the league as well as a button to join/quit the league and the icon for it. In the middle, there is a ranking system to show the users in the highest standing. Down at the bottom, you can see the activity and also comment on the league itself.

The screenshot shows a web application interface for managing a league. At the top, there's a navigation bar with links for 'View Your Site', 'Logged in as John Doe', 'New Message', 'Settings', and 'Logout'. The main header is 'CAPITAL GAMES' with a logo of three stacked gold bars.

The page title is 'The Money M4kers' with the tagline 'We're the best league ever ever ever.' Below the title is a summary table:

League Settings	Members	Start Date	End Date
	1030	1/23/13	1/23/13

Below this is a table showing member statistics:

Rank	Username	Market Value
1	cuffo	\$1,000,000
2	red	\$999,999
3	rethage	\$999,998
4	rabin	\$999,997
5	ader	\$999,996
6	pakum	\$999,995
7	maric	\$1
8	name	\$0
9	canada	\$0
10	helio	\$12,232,234

A green button at the bottom of this section says 'See all members'.

To the right, there's a sidebar with sections for 'First place receives \$100,000' and 'Current placeholder'. It shows a user profile for 'cuffo' with a picture, market value (\$1,000,000), portfolio value (\$886,429), % return (40.94%), last activity (Bought 3 GOOG), and friends (1230). To the right of this are 'Second Place' and 'Third Place' sections.

Below the member table is a 'Activity' section listing recent events:

- Announcement: Hey guys. I'm the admin.
- Timmy Turner: Bought 200 shares of MSFT
- Timmy Turner: Sold 200 shares of MSFT
- Timmy Turner: Bought 200 shares of MSFT
- Timmy Turner: Sold 200 shares of MSFT

On the right, there's a 'Comments' section with a text input field and a 'Post Comment' button. It shows a comment from 'Timmy Turner' asking what they are doing about a loser, and a reply from 'Jimmy Turner' saying 'First!'.

At the bottom, a copyright notice reads '© 2013, Capital Games, All right reserved'.

Figure 4.10: A league admin will see the join/quit button on a league as the settings page for them. When they click on that, they are brought to a page that gives them many settings they can change for the league, the most typical being the name, description and icon.

This screenshot shows the 'Edit Basic Settings' page for the league 'The Money Makers'.

The left sidebar has a navigation menu with tabs: 'Basic' (selected), 'Users', 'Comments', 'Security', and 'League Statistics'.

The main content area is titled 'Edit Basic Settings' with a sub-instruction: 'There are many settings that the admin can change, but here are a few of the most common ones. For more settings, look around in the tabs to your left.'

Form fields include:

- 'League Name': 'The Money Makers' (with a note: 'Your members will be notified that the group's name has changed if you choose to do so.'
- 'Short Description': 'We're the best league ever ever ever.'
- 'League Icon': A preview of the current icon, which is a stylized gold bar logo.

At the bottom are 'Save Settings' and 'Cancel' buttons.

At the very bottom, a copyright notice reads '© 2013, Capital Games, All right reserved'.

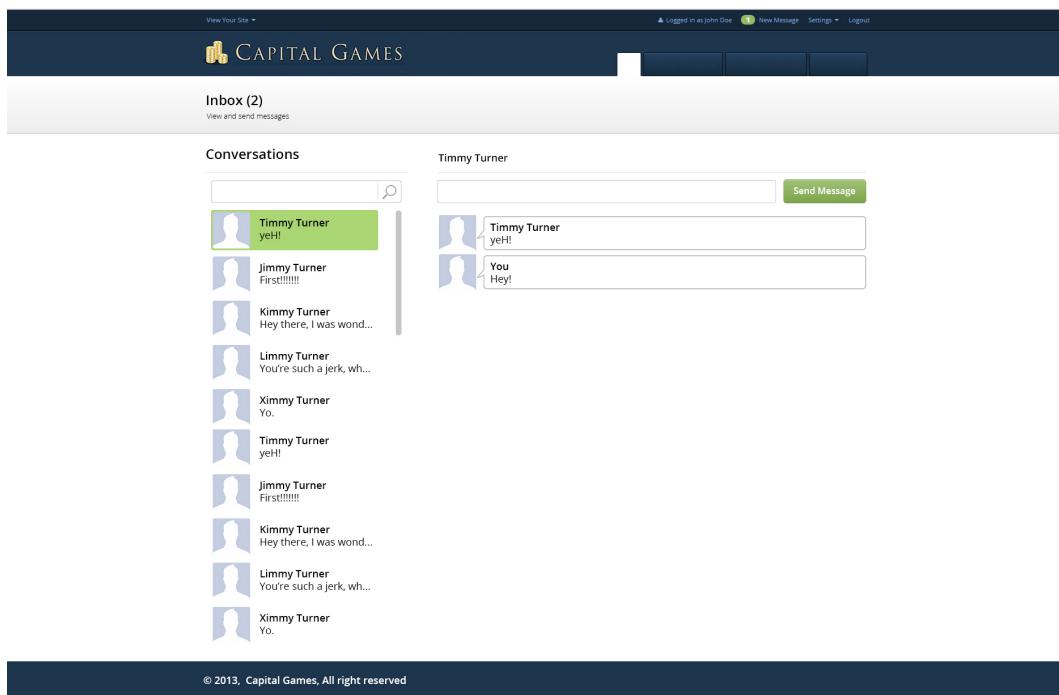


Figure 4.11: A league admin will see the join/quit button on a league as the settings page for them. When they click on that, they are brought to a page that gives them many settings they can change for the league, the most typical being the name, description and icon.



Figure 4.12: Users would be able to login simply by clicking a login button on the top-right hand corner of the screen, which would take them to a prompt in which they can enter their username and password. This would only require one click and about 20 keystrokes from any page of the website. Users logged in to facebook may also take advantage of Facebook integration and instantly log in with 1 click.

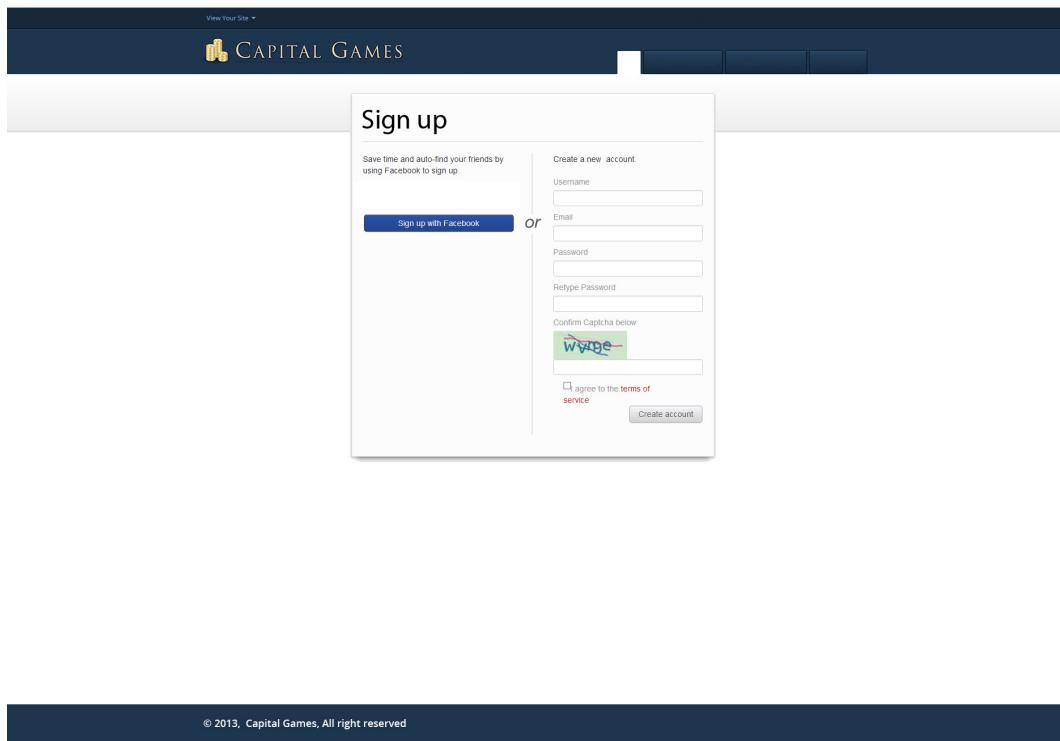


Figure 4.13: Users who are not logged in will also have the “Sign Up” button available to them in the header that will enable them to register for Capital Games. This can be accomplished within 1 click and 50 keystrokes. A user logged in to facebook may also instantly register within 1 click.

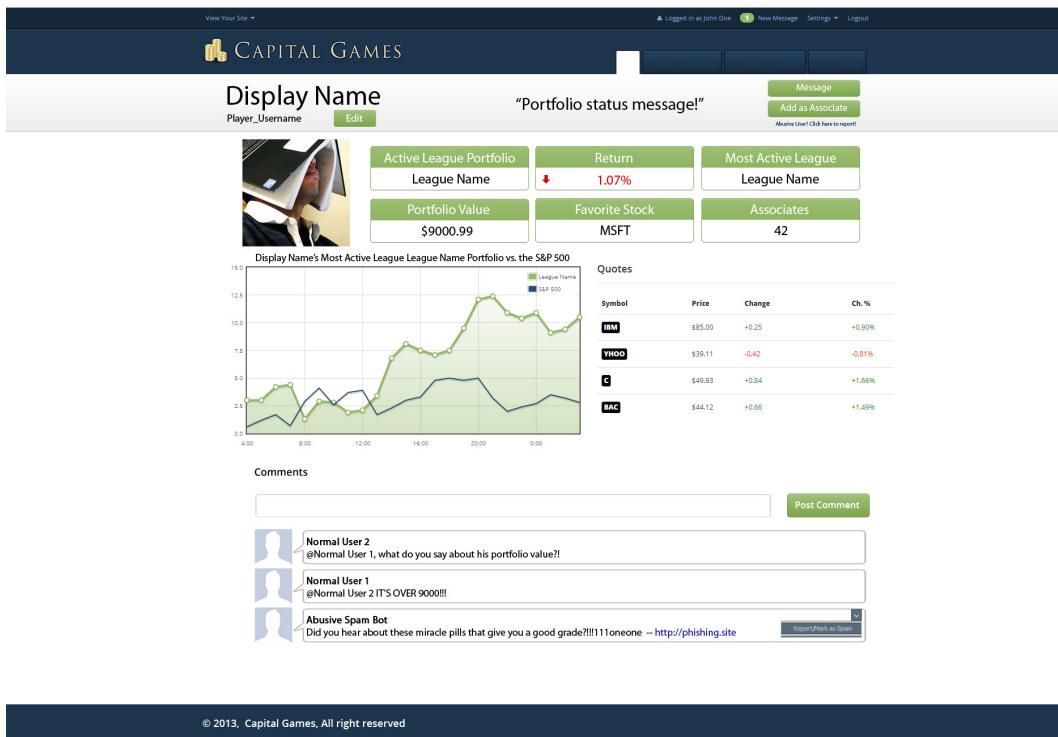


Figure 4.14: Users may access their Portfolio by clicking a menu tab in the top header of the website. This view enables them to conveniently see a summary of their return, active league, portfolio value, stock, and other data pertaining to their stock. They would be able to edit it in one click via the edit button.

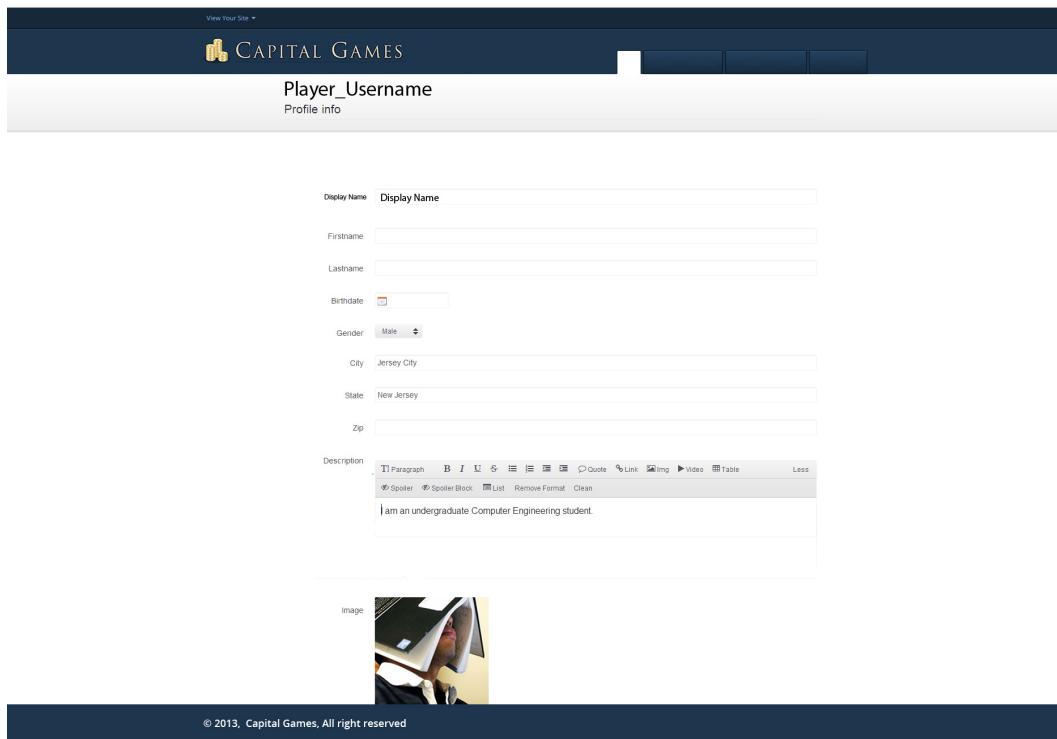


Figure 4.15: Upon clicking the “Edit” button on their portfolio page, users will also be able to manage profile items such as their display name, e-mail address, and other optional information they may choose to disclose, such as their name.

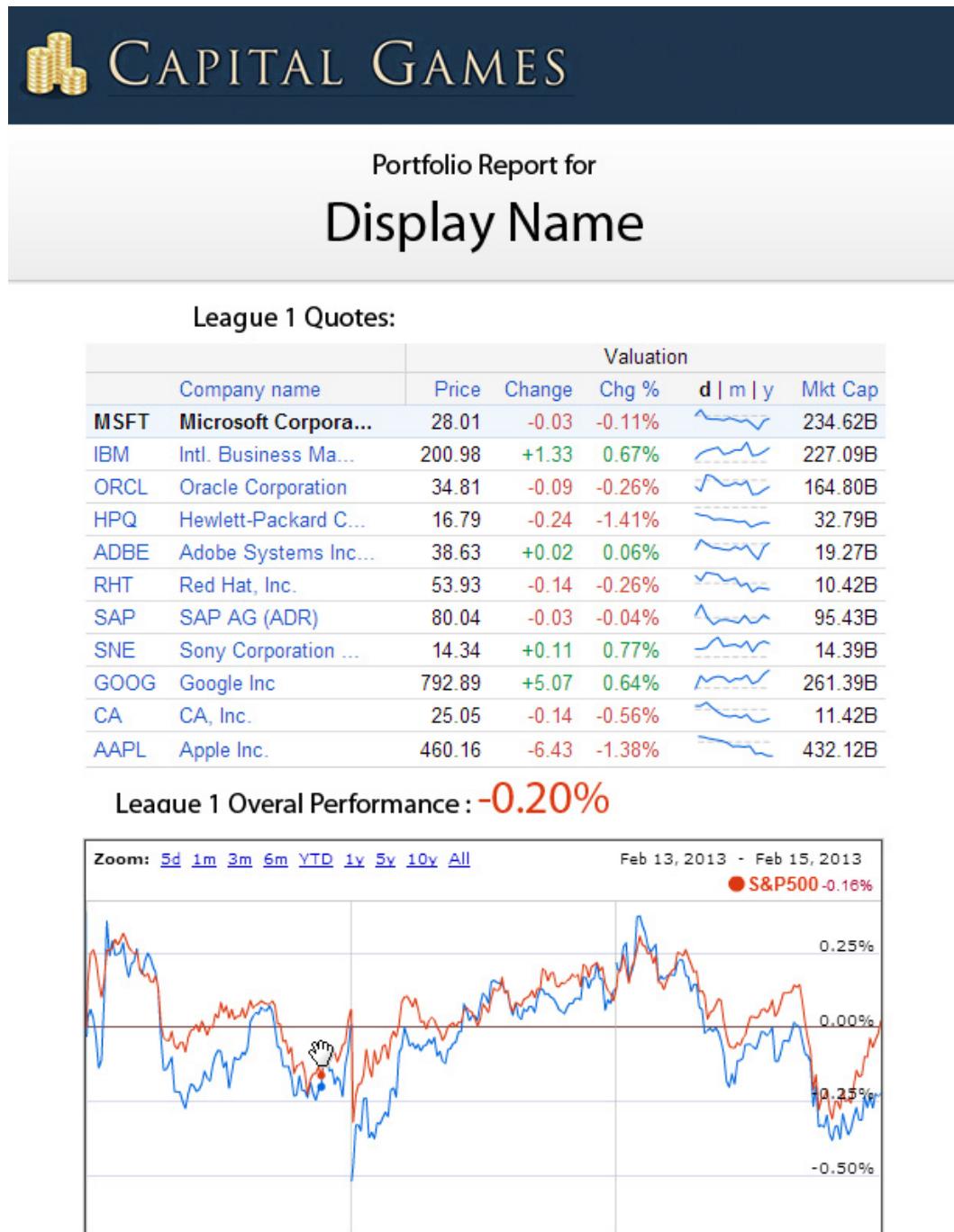


Figure 4.16: Users may choose to view a summary report of a league portfolio, only requiring one click from the portfolio page which would sum to two clicks.

5 Domain Model

As Capital Games is a very data-driven application, the database layer is one of the most core concepts. Therefore, even though an end-user may be interacting with only Leagues, only Orders, only Portfolios, or any combination of the above, nearly every interaction with the system involves at least one call to the database. Therefore, the domain model is built around the data collections and abstractions involved in the site. Above the database layer is a system layer which is responsible for both interacting with the database layer as well as other core modules.

(Domain model and Abstract model figures are attached in the following two pages)

5.1 Domain Model

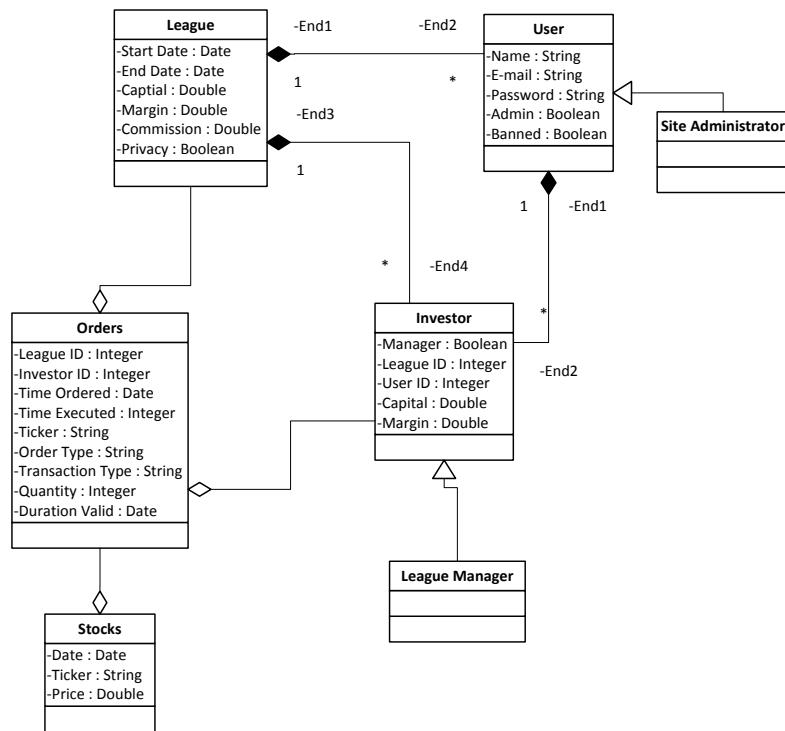


Figure 5.1: Domain model above.

5.2 Abstract Model

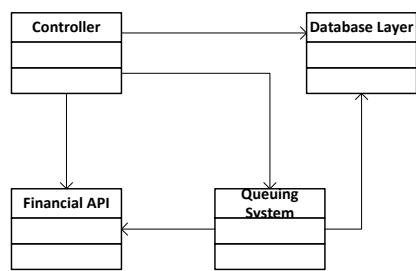


Figure 5.2: Abstract Model above.

5.3 Concept Definitions

From our Use Case analysis, we can immediately determine that several actors have models in the application domain.

- **Users:** Every end-user of the application needs both a private and public facing identity on the site.
- **Site Administrators:** The site needs a few global administrators who can delete posts and ban users which are inappropriate, as well as perform several maintenance features.
- **Leagues:** Every end-user is participating in one or more leagues.
- **Investors:** Because an end-user can participate in multiple leagues, and each instance of the user can have a separate amount of money, margin, etc., it is necessary to maintain a separate identity for each of these instances – *investors*.
- **League Manager:** Every League should have a superuser who is able to invite other players, perform moderation, and change settings.

Although not actors themselves, from UC-4 (page 18) and UC-5 (page 19) it is apparent that end-users are implicitly requesting and manipulating data for their orders and portfolios. These, too, become part of the application domain.

- **Orders:** When an *Investor* places any type of order, it needs to be tracked.
- **Stocks:** Whenever an Investor is tracking the performance of a stock, those data need to be stored locally. Stocks is a unified data object to contain those data.

One of the actors at the back end of UC-3 (page 18) and UC-4 (18) was the Financial API, responsible for accessing the market data stream.

- **Financial API:** This module presents an interface for requesting market data, both live and historical.

Upon further analysis, it becomes apparent that the domain model is missing functionality responsible for asynchronously executing jobs. This is another core feature of the site, without which Stop and Limit Orders could not be placed.

- **Queueing System:** Many interactions need to be performed asynchronously, such as the execution of Stop and Limit Orders and the delivery of e-mail updates. This module encapsulates the functionality of creating, maintaining, and executing jobs which need to be performed asynchronously.

Finally, we need an abstraction for the part of the system which invokes and operates upon the rest as a collective.

- **Controller:** The Controller is the model which receives requests from the end-user, interprets them, invokes other models and modules accordingly, and returns the response (when applicable).

5.4 Association Definitions

Clearly, many of these models are interrelated. Below is a non-comprehensive list of associations between various types of models.

- **Controller:** The Controller interacts with the collective database layer, as well as the other core modules.
 - **Association:** Controller invokes the Database layer (and data contained therein)
 - **Association:** Controller invokes the Financial API
 - **Association:** Controller invokes the Queueing System
- **Queueing System:** The Queueing System can almost be thought of as a miniature, self-regulating Controller. It can invoke the Financial API and the collective database layer.
 - **Association:** Queueing System invokes the Financial API
 - **Association:** Queueing System invokes the Database layer
- **Database Layer:** The Database Layer stores data into data objects and then saves them to the underlying database. The Database Layer can perform limited checking and updating logic when invoked, but is not self-regulating. It contains models of several types of actors.
 - **Users:** Represents end-users and their personal information
 - * **Inheritance:** Users is the parent class of Site Administrators
 - * **Aggregation:** Users have many Investors (User-Instances)
 - * **Composition:** Leagues have many Users
 - **Site Administrators:** A superclass of Users
 - * **Inheritance:** Site Administrators inherits from Users
 - **Leagues:** Represents simulation instances
 - * **Composition:** Leagues have many Users
 - * **Composition:** Leagues have many Investors (User-Instances)
 - * **Aggregation:** Leagues have many Orders
 - **Investors:** Represents User-Instances within Leagues
 - * **Composition:** A League has many Investors
 - * **Aggregation:** A User has many Investors
 - * **Aggregation:** An Investor has many Orders
 - **League Managers:** A superclass of Investors
 - * **Inheritance:** League Managers inherits from Investors
 - **Orders:** Contains order data
 - * **Aggregation:** Leagues have many Orders
 - * **Aggregation:** Investors have many Orders
 - * **Association:** Orders are placed for Stocks

In addition, there are a few interesting types of orders, namely:

- * **Market Order:** Orders executed immediately
- * **Stop Order:** Orders executed after a certain price is exceeded
- * **Limit Order:** Orders executed strictly beyond a certain price
- **Stocks:** Contains data on stocks held by Investors
 - * **Association:** Orders are placed for stocks

5.5 Attribute Definitions

It is clear from the domain model abstraction above that the Database Layer models have many noteworthy attributes, and are heavily state-based. However, the Financial API has no state, and is simply an aggregation of functionality. Likewise with the Controller. Therefore, attributes are only elaborated on for the Database Layer.

- **User**

- Name: String
- E-mail: String
- Password: String
- Admin: Bool
- Banned: Bool

- **Investor**

- Manager: Bool
- League ID: Integer
- User ID: Integer
- Capital: Double
- Margin: Double

- **League**

- Start Date: Date
- End Date: Date
- Capital: Double
- Margin: Double
- Commission: Double
- Privacy: Bool ¹

- **Orders**

- League ID: Integer
- Investor ID: Integer

¹To simplify joining private leagues, we allow that whenever a User is “invited” to join one, an *Investor* is created for them within that league, granting immediate access.

- Time Ordered: Date
- Time Executed: Date
- Ticker: String
- Order Type: String ²
- Transaction Type: String ³
- Quantity: Integer
- Duration Valid: Date

- **Stocks**

- Date: Date
- Ticker: String
- Price: Double ⁴

The Queueing System itself is an aggregation of functionality present in the controller and operates on state data from the Database. However, it is still under active development, and so a model for it has not yet been constructed. It could be one large, all-encompassing system, or (more likely) will be split off into individual subsystems.

²Market, Stop, Limit

³Buy, Sell, Short, Cover

⁴Any other interesting metrics can likewise be stored here.

5.6 System Operation Contracts

UC-1 Join or Create League

- *Preconditions*

- (join) There are open spots available in the league to be joined
- (join) The league to be joined is public
- (create) The desired league settings are valid

- *Postconditions*

- League creation and/or user membership are reflected in database

UC-2 Change League Settings

- *Preconditions*

- User is league manager for the league to be changed
- The desired league settings are valid
- If any users are banned, there is justification

- *Postconditions*

- League setting changes are reflected in database
- User status changes are reflected in database
- League members are notified of all changes made

UC-3 Browse Companies

- *Preconditions*

- Financial API is currently accepting requests

- *Postconditions*

- None

UC-4 Place Market Order

- *Preconditions*

- Financial API is currently accepting requests
- User is a member of the league in which they are placing order
- User currently has enough funds or margin to place order

- *Postconditions*

- User's portfolio reflects changes made to funds, margin, and position
- Database has been updated with these changes

UC-5 View Portfolio

- *Preconditions*

- User is member of the league in which the portfolio to be viewed is

- *Postconditions*

- None

UC-6 Access Tutorials

- *Preconditions*

- None

- *Postconditions*

- None

UC-7 Take Disciplinary Action

- *Preconditions*

- Initiating actor is a site administrator
- There are outstanding abuse reports
- Any actions taken against users are justified

- *Postconditions*

- User's status is updated in the database
- User is notified of action taken against them

5.7 Economic and Mathematical Models

Perfect Competition

One important concept of the stock market is the idea of perfect competition. Perfect competition is a theory in economics that states that it is not possible for any one participant to have enough resources to control the entire market. In terms of our project, that boils down to the following:

1. One single person cannot control the stock market.[10]
2. Anyone should be able to enter or exit the market with ease.
3. Buyers know the full details of any stock they are to trade.
4. There is no difference in the buying and selling price.[11]

The problem with this model is that it is not entirely perfect or plausible. In reality, exceptionally wealthy individuals can dominate entire sectors of the market; entering or exiting markets is hindered by commission charged by brokers; certain traders may know more about certain stocks than other traders (also known as insider trading); and buying and selling prices differ, according to the bid-ask-spread. Nevertheless, our platform makes simplifying assumptions about the market to avoid most of these issues, and when unavoidable, compromises with the economic reality.

The economic assumption of perfect competition states that one person cannot control an entire market. This assumption is reasonable for normal investors with significantly less capital than the market capitalization of companies or markets, and therefore it is reasonable to assume that in our platform, individuals cannot shift the market price of stocks by their participation. However, in reality, exceptionally wealthy individuals may have more assets than the market capitalization of certain small and even medium size corporations. If such an individual were to attempt to enter or leave a market suddenly, the entire market would experience a shift. To avoid the complication of having to model the effect of such actions by such parties (which is exceptionally unusual and not the intended purpose of this simulation platform), we constrain users' initial seed capital to be below a certain level to prevent them from achieving this level of market domination.

The assumption of being able to freely enter or exit a market is somewhat unrealistic when it comes to the stock market. In general, brokers charge commission to execute any trade on behalf of an investor, which contradicts the stipulation of freedom to enter or exit. Nevertheless, we constrain users' seed capital to be above a certain level, to the point where commission should be nearly negligible.

Though it is impossible to resolve an issue of information disparity (the very nature of which stems from third party sources), we make the assumption it is a non-issue. We assume that all users gain all their information exclusively from the information exposed by our Research tools.

Bid-Ask Spread

Similarly, it is difficult to challenge the bid-ask spread, the difference between the sale and purchase price listed for a stock because the many underlying factors. [12] In certain circumstances, a fairly large bid-ask spread can occur. Although this happens naturally in the stock market, we do not factor it in. We make the simplifying assumption that the bid-ask spread is zero dollars, that being that the bid and the ask are of equal amount, with the ability to program that functionality into future versions of the platform.

Reporting Abuse

There are many algorithmic approaches to the functionality of reporting abuse. We decided to make reporting in a very simple manner, for the sake of keeping this part of the project more lightweight. When someone is reported by a user, it is put on a notification list of the admins. These notifications are listed in a database, listing the users along with the reason for the report. If enough notifications are given, the status of the user's account is at the discretion of the admin. Some possible tracks an admin can take when they run into this problem would be to message the user in order to try to come to an agreement, ban the user forever or take a deduction from the account as a warning to show that they have done wrong. Our reason for this model is that rather than relying on an algorithm is that it will take the pain off of us, the programmers. There are many factors in the process of creating an algorithm to deal with reported users, and leaving it up to an admin to personally solve the problem is a much simpler solution that having to deal with all the different factors that could be taking part in the process. This solution won't always solve the problem. For example, if the site becomes a large success, there will either have to be many admins working on the site or the algorithmic approach will have to be implemented, but it will do for our purposes to keep it simple.

6 Plan of Work

6.1 Development and Report Milestones

Illustrated on the next page is a gantt chart reflecting our goals relative to the project deadlines. It incorporates both core development and report items. For our initial stages we focus on environment and platform set-up (i.e. deploying a development webserver) and the initial, core code implementation. At the same time we will finalize the details of our final product via the report milestones.

Development milestones have been spread out following the completion of the first report on 22 February 2013, beginning with deploying our development environment and server through Heroku from which we continue to our next milestone of deploying Ruby on Rails as well as all the Gems and API packages we are incorporating into our project, most notably Yahoo! Finance.

Report milestones are also set concurrently. As we begin to initialize our development environment, we will also build on top of and expand on previous reports to expand upon and fully realize the details of *Capital Games*.

Core goals leading up to Demo 1 include establishing all core functionality for *Capital Games*. This includes the following:

- **Rails framework-deployed core functionality :** This includes a working system for navigating the website, registering a new user account, logging in, and creating as well as participating in leagues.
- **Setting a foundation for the database:** On top of having the aforementioned core functionalities, they also must be able to pass data through a routed database.
- **Implementing the Yahoo! Finance API:**
- **A functional user interface:** Our website should be usable, and having a functional user interface from the start will give us a lot of room to expand and optimize the UI.

6.2 Breakdown of Responsibilities Introduciton

Contributions leading up to the completion of this report are covered in the “Contributions” table on the page following the gantt chart. For the future division of labor, we all plan on subdividing aspects of both the next reports as well as the development of the *Capital Games Alpha*.

6.3 Breakdown of Responsibilities

Responsibilities for server/development environment deployment and set-up will be shared between Val and both Jeffs, as all three equally have great experience in the subject. Meanwhile Nick, and Eric will work on sequence diagrams.

While all other diagrams on the report will be covered by both Jeffs, the User Interface Design and Implementation will be worked on by Val, Dario, and Eric. Nick and Dario will work on both data types and operations while Val and Eric also work on the traceability matrix.

System architecture and design will be covered by Nick and Val. Jeff R. and Dario will begin on the database structure and site routing via the Rails framework. Nick and Jeff A. will work on the implementation of users in the meantime.

From there we will further subdivide work on the final aspects of the website, likely sticking with our initial idea of splitting predominant responsibilities following the model, view, and controller (MVC) design pattern. Jeff R. and Jeff A. will lead work relating to model design, Dario and Eric will lead work relating to views and interface, and Nick and Val will lead work involving controllers. That being said, while the MVC pattern will model sub-component ownership among the team. Individual implementation responsibilities will be distributed a bit more evenly based on the particular strengths of team members.

In summary, Project Ownership will be based on the MVC architecture. To reiterate, Jeff R. and Jeff A. will have ownership over the Model portion, Dario and Eric will have ownership over the Views (user interface, etc.) portion, and Nick and Val will have ownership over the controllers portion. Even beyond Project Ownership, however, responsibility for the whole project will be shared and the success of our MVC architecture requires close coordination between all aspects.

Overall project success will be decided with how well the MVC component teams communicate and work with each other, as *Capital Games* will rely on the interactivity between the Model, Views, and Controller portions of the architecture.

6.4 Gantt Chart of Projected Milestones

Best viewed at 100% or greater:

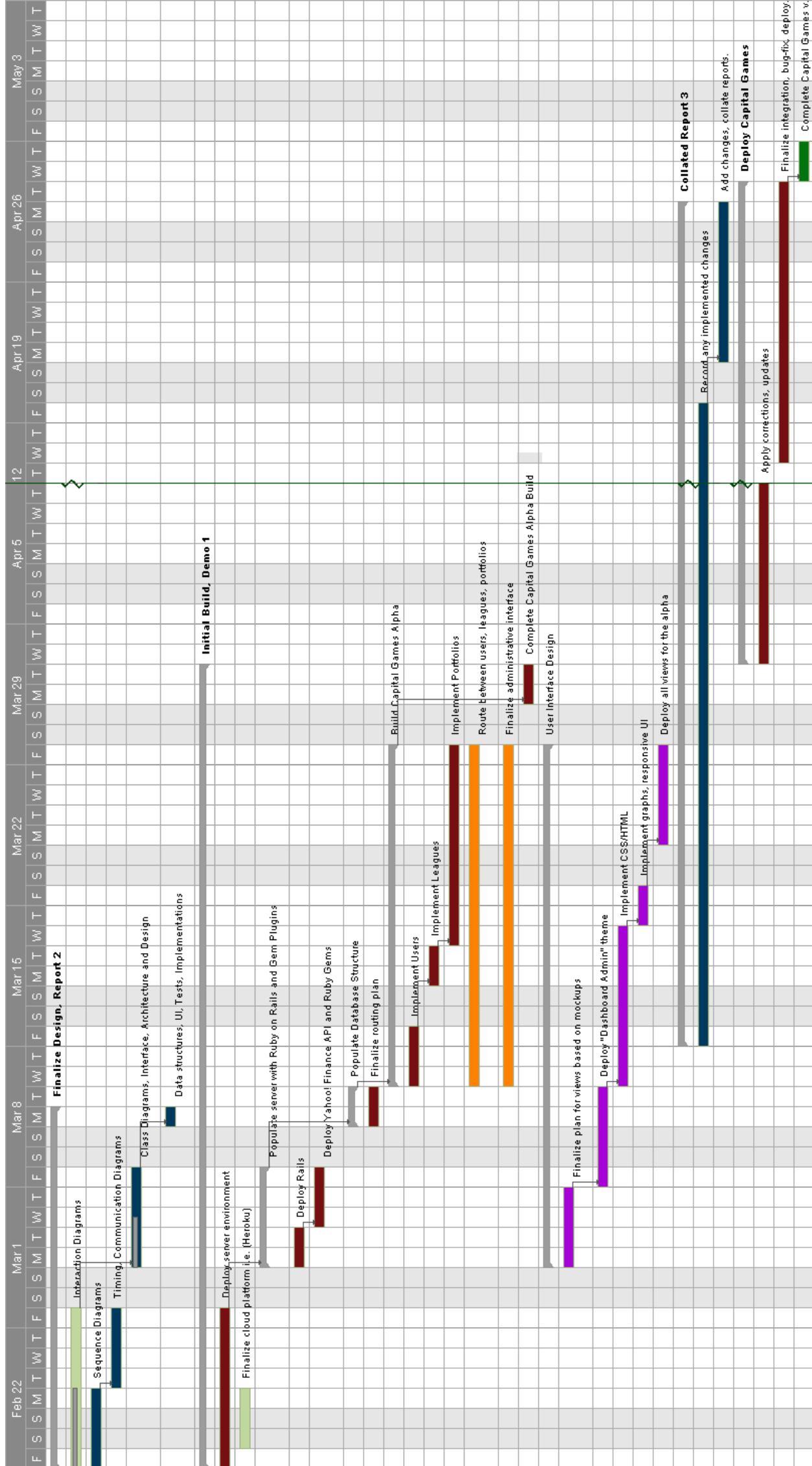


Figure 6.1: This gantt chart projects how we will concurrently work on the project. All blue items are report-related, red and orange relate to the core project development and purple illustrates UI milestones.

7 Project Management

7.1 Coordination and Division of Labor

7.2 User Story Matrix

7.3 Report 1 Contributions

		Names					
Category	Points	Jeff A	Eric C	Nick P	Jeff R	Val R	Dario R
Project Management	10 Points	0%	0%	40%	50%	0%	10%
Customer Requirements	9 Points	20%	0%	0%	80%	0%	0%
System Requirements	6 Points	0%	33%	0%	0%	33%	33%
Functional Requirements	30 Points	30%	10%	35%	0%	5%	20%
User Interface Specifications	15 Points	0%	33%	0%	0%	33%	33%
Domain Analysis	25 Points	25%	25%	10%	20%	20%	0%
Plan of Work	5 Points	0%	0%	0%	0%	50%	50%

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