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Project Proposal

Problem -
Everyone wants money and they are aware that investing is a way to make money but don't know how. It's very daunting to get into it because of how much there is to know and they don't want to risk their own money.

Description -
A DuoLingo type of app that teaches you how to invest with the use of gamification. The plan is to give the user the very basics to get started (ie. tutorial & 1-2 courses), paper trader, and provide daily lessons to improve/further understanding.

Technology (tentative) - React Native, REST API, PostgreSQL, AWS

Gamification methods -
1. Daily sign-in rewards
2. Points
3. Stack of money behind character
4. Gold confetti
5. Comparison with other users (ex: complete this lesson to increase knowledge by x%)
6. Animations / fun looking icons

Courses -
1. Why you invest
    a. Inflation
    b. Compound interest
    c. Money has no value
2. Tutorial
3. Risk
4. Valuations (how to valuate) - fundamentals
5. Diversification
6. Market mechanics (bubbles, sentiment)

MVP -
1. Courses (#), Profile (w/ knowledge bar - ie. how many courses done, how much more do you know vs. population), paper trading (buy & sell), portfolio page
2. Add more to the profile (performance bar - how doing vs. friends/others),

Monetization methods -
1. Advertising for brokers
2. Sell to brokers (as a funnel)