FantasyStock

Introduction: FantasyStock is a web application made to let individuals unfamiliar with the stock market gain familiarity in a risk free, gamified manner, that also allows them to connect with like minded people.

Expected Features: Create and join group games where they can create a portfolio and see their performance in relation to others in the group in a user defined amount of time. Additionally, FantasyStock will also keep users up-to-date on current business related news, allow for communication within leagues, add friends, message friends, edit their profile, and buy badges.

Final Deliverable: See Working Prototype

Milestone 1

Current State: Most major objective has been implemented except message, which was kept last because it required the usage of websockets. Additionally, everything still needs to be thoroughly tested and approved by our quality assurance testers.

Completed Features: Create League, Join League, News, League Comments, Add Friend, Edit Profile, and buy badges.

Milestone 2

Goals: Implement messages, and thoroughly test all features and get them approved for meeting the standard we set out.

Challenges Faced in Milestone 1

Frontend: Completing tasks in a timely manner.

Backend: Completing tasks.

Design: No major challenges faced:)

Testing: Completing tasks in a timely manner.

Roles

Frontend: Robert Mawhinney

Backend: Luis Valencia

UI/UX Designer: Dustin Vang

Quality Assurance Tester: Jaspinder Singh

Quality Assurance Tester: Quan Nguyen

Project Manager: Jonah Lozano

Github Repository

JonahLozano/FantasyStock (github.com)

Project Board

