What the program does:

This program is a game about trading all kinds of cargos in different places. In 100 Days, players are going to challenge themselves to earn as much money as they can with $1000 startup capital. All kinds of cargos in markets will have price fluctuations follow some rules over days. This is one of the chances that players can earn money though trading in the same market during different days. The other way to make money is to trade in different places. The same type of cargo will have different price performance in different places. Traveling to another places needs to cost time and money. Therefore, players should better to make sure that the money made through traveling is more than the money made in the same place during the traveling days. There are four transportations for players to choose to travel through places. (Bus, Train, Plane, Boat) Plane takes shortest time but a lot more expensive while bus & boat are cheap but sometimes cost “ages”. In some cases, place A and place B would not be able to travel through the specific type of transportation due to geographical reasons. There is another concept in this game called cargo volume (Vol.). All types of cargos have their corresponding volume. Players will need to buy warehouses to store the cargos they bought. At the beginning, players will have an initial 100 Vol. storage space. In summary, players need to get familiar with all types of cargos in different places to make the best trades.

Why is it useful:

I made this game because I think it is interesting and challenging. I hope people can have a little bit fun when playing it. This game can help people exercise their brain computing ability and improve memory, observation and thinking skills.