

System Request

Project Name: A Scenario-based financial literacy learning tool

Business Need:

- Educate young people in financial literacy
 - Address the barriers in learning about financial markets and investing
 - Help individuals know the risks of investing in the stock market

Functionality:

- The player must be able to play through various financial simulation scenarios of increasing complexity
- The system must simulate various financial instruments (such as stocks, loans) with differing risk profiles (changing trends, volatility)
- The player should be able to access information about the historical behavior of the financial instruments they can invest in
- The player must be able to learn the new mechanics from helpful information included in the game
- Within a simulation scenario, the player should have the ability to split and merge “timelines”, allowing them to see how short-term and long-term consequences arise from their differing actions

Expected Value:

Tangible:

- 1) Since the game should be available for people to access freely, many people will be able to play the game and educate themselves - target audience 100 people per month

Intangible:

- 1) Entertain people
- 2) Provide a low-risk environment in which to improve knowledge about the behavior of various financial markets and instruments in different contexts
- 3) Encourage participation in responsible investment
- 4) Since the user interface should be generally intuitive and easy to understand, the product will lower the barrier of entry into the financial/stock market world

Special Issues or Constraints:

- Technical constraints
 - The system must be able to run on both Windows and Macintosh
 - The game should be able to be played offline and at any moment
 - The project must be completed with no monetary expenditures
 - The system should be written in Python using the Pygame and Pygame GUI libraries
- Time constraints
 - The system should be working and functional by May 12th, 2022