Cryptocurrency Market Simulator

Vision

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <21/03/18> | <1.0> | Initial Vision Statement | Barabas Hunor |
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Vision

# Introduction

## Purpose

The purpose of this Vision document is to give a high-level overview of the project without going into implementation details.

## Scope

This document is associated with the Cryptocurrency Market Simulator Project.

## Definitions, Acronyms, and Abbreviations

USD – United States Dollar ( primary currency in the simulator)

BTC – Bitcoin ( primary cryptocurrency in the simulator)

ML – Machine Learning

## References

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## Overview

The rest of the document contains a description of the problem, the proposed solution and the parties involved.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | New traders and investors diving into the Cryptocurrency market without practice |
| affects | Anyone interested to invest/trade with cryptocurrencies |
| the impact of which is | The loss of fortunes due to inexperience and market fluidity |
| a successful solution would be | To give a platform for new traders to practice on, eliminating at least the inexperience from the impacts ( the problem will still exist partially due to the unpredictability of the market) |

## Product Position Statement

|  |  |
| --- | --- |
| For | Inexperienced Traders |
| Who | Would like to practice without risk |
| The (product name) | Cryptocurreny Market Simulator |
| That | Gives a platform with accurate prices and without risk |
| Unlike | Exchange sites, which work with real money |
| Our product | Is realistic, but risk-free |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| System Administrator | The person responsible for ensuring that the platform works as intended at all times | Adds new currencies and removes existing ones if need be  Ensures correctness of data |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| End User | They are the ones utilizing the application itself. | Buy/Sell with virtual currency  Generate Graphs of budget/price history |  |

## User Environment

The number of people that are involved in completing the task is one, as the application is targeted to individuals. It is, however also usable by an enterprise. In any case, the task completion only involves 1 person.

The length of a task cycle can vary depending on the user’s choice on how closely he wants to follow the market and make exchanges. This may change from user to user, but it does not affect the application in any form.

There are no environmental constraints.

Similar platforms are in use today in the “industry”. The future platform might involve price prediction and visualization with the help of Machine Learning.

In order to provide accurate prices, there is another application in use that updates our database. Our application does not need to integrate with this secondary application, it just needs to integrate with said database.

# Product Requirements

The nature of the product requires it to have the performance for marginal trades to happen smoothly. It is also a requirement for it to be accurate, which responsibility is shifted to the secondary application, and can be ignored completely in a way. We could provide outdated or even totally random data, and the application would still function well.