

Team 11 Project Charter

Fortune: A Cryptocurrency Trading Game

Team Members:

Ryan Huff, Sam Kravitz, Akash Lankala, Raziq Raif Ramli, Tyler Stanish, Blake Steel

Problem Statement:

Many stock market games available today are focused on the simulation of a real stock market and pose a barrier to beginners who are unfamiliar with the stock market or those who wish to play a game without the full intricacies of the market. Similarly, very few games are found that incorporate cryptocurrencies and stock market games. Stock-based games also tend to take long amounts of time in the same sitting and are, in general, a large commitment. We intend to create a cryptocurrency trading game with a low barrier of entry and a competitive aspect.

Project Objectives:

- Allow users to practice trading cryptocurrencies in a risk-free sandbox environment
- Create a straightforward, easy-to-follow market experience that both beginners and people with experience can enjoy.
- Interact with real-world cryptocurrency data.
- Foster a competitive setting among users.
- Create a commitment-free game that a user can immerse within as much as they would like.
- Give users the ability to view their in-game balance and manage their assets

Stakeholders:

Users: Players interested in exploring cryptocurrency trading.

Developers: Ryan Huff, Sam Kravitz, Akash Lankala, Raziq Raif Ramli, Tyler Stanish, Blake Steel

Project Manager: Szu-Kai Yang

Project Owners: Ryan Huff, Sam Kravitz, Akash Lankala, Raziq Raif Ramli, Tyler Stanish, Blake Steel

Deliverables:

- A React JS based front end web application that allows users to interact with an interface of a stock-based game.
- Use of an API (Nomics) that grabs live real-world cryptocurrency data.
- Database system using PostgreSQL with data to track user progress and leaderboard data.
- Back-end is written in Python containing business logic.
- Front-end is written in JavaScript

Optional Deliverables:

- A badge system to reward the players as they progress further into the game.
- Admin page for the developers to view and manage users and to enforce the game policies.