Stock Market Extravaganza

Ayush Agarwal(Leader),140040068

Tarun Bajaj,140040058

Chandra Prakash Meena,14D070043

Sakshi Chetule,140110038

Group ID: 485

Problem Statement

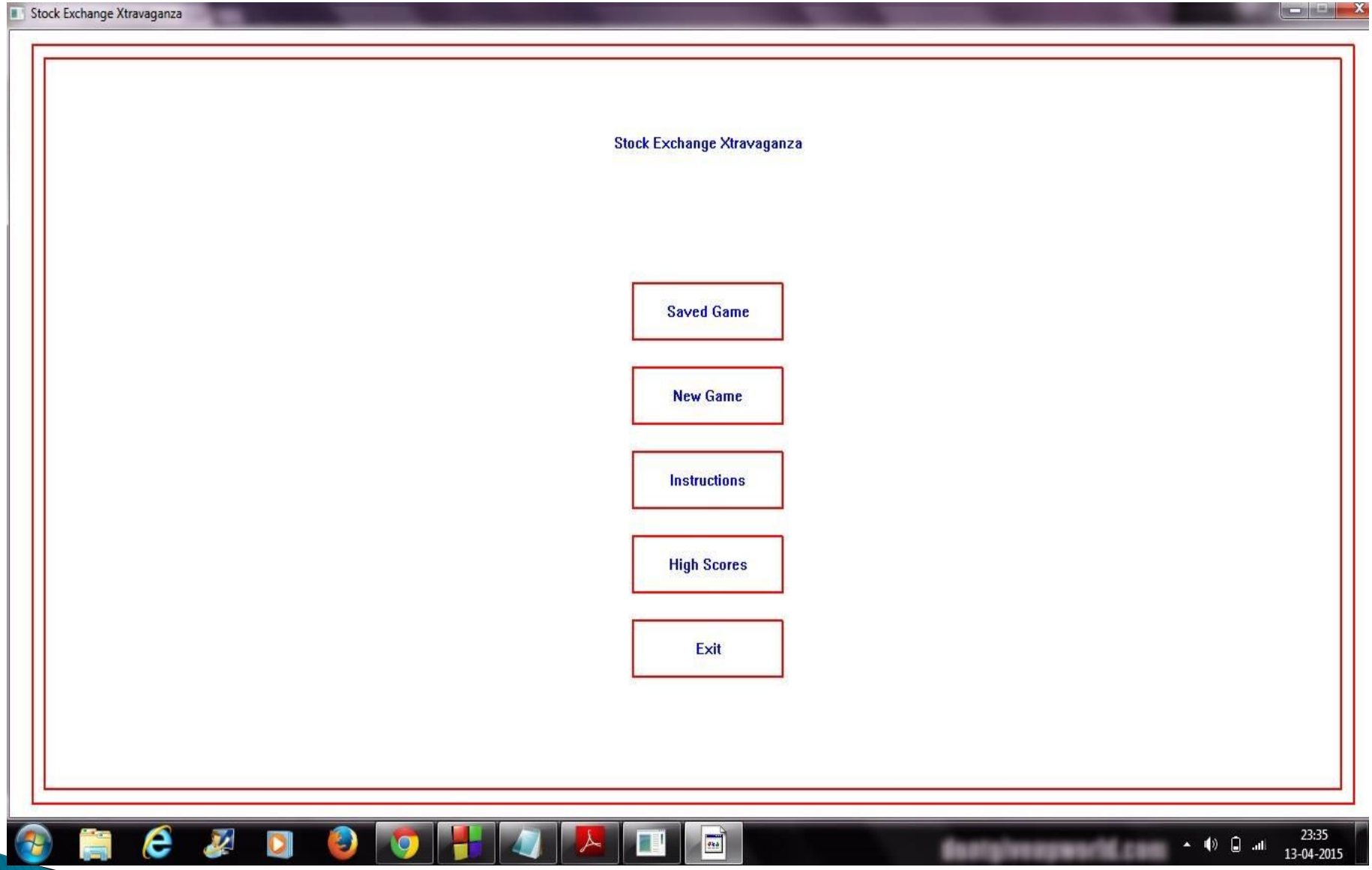
- Stock Exchange Extravaganza is a board game to capture the excitement and reality of making money on the Stock Market through main moves of Share Transactions.

- This game of skill where no dice is required, only make your own decisions. It is also highly interactive as your decisions will affect the other player.

- We aimed to apply the use of class,use of strings and the advanced use of most basic functions like loops, initCanvas,etc.

RULES OF THE GAME

- This program is a one or two player game in which the user trades in shares of six companies for a fixed number of bargain rounds, each round giving a user three chances to trade. In each bargain round, ten cards are distributed to the player on each of which fluctuation of share prices of a company is mentioned.
- The price per share for next round is decided by the net fluctuation for a particular company in the previous round.


Stock Exchange Xtravaganza
Stock Exchange Xtravaganza
Saved Game
New Game
Instructions
High Scores
Exit
23:35
13-04-2015

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A SHORT VIDEO…….

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Challenge

- We had to define each card, price fluctuation and net fluctuation individually, to display them using “Text” command in initCanvas.
- After completing the basic operations of the program,it was difficult to perform switching of canvas windows and generate desired output on Canvas.
- On discussing with our TA, we defined the name of cards, etc. as arrays of structures.

Future Work

- We can improve the multiplayer gaming by the use of socket programming i.e. The software can be extended to a server or a network based software.

INNOVATIONS

- We have exploited initCanvas to its fullest use in order to get graphics for this game.
- We have made this game with two modes i.e. basic and advanced.
- Also the player can save and exit the game at the end of any round(only in basic version).

THANK YOU