

Portfolio

PREPARED FOR

CS 408 Class Project

PREPARED BY

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How to Run Portfol.io

Our web app is hosted online for easy access with no need for executable. We used Google Chrome for development so I would recommend the same to access our site. The URL is "<https://brow1144.github.io/Portfolio-Defected>". If you have any problems please email me at brow1144@purdue.edu

User Manual for Portfol.io

Our application is a stock trading game. When you start, you should sign up or log in to the website, where there should be error checking for signing up and logging in for users. The base functionality is the ability to search for stocks and add them to your watchlist, sorted by largest change, just like a real stock trading website would have. When a user initially creates an account and logs in, the home page will not have any data or watchlist, you first need to create/join a game before you can start getting your historical data on the home page or add to your watchlist. Up until that there will be an empty graph and no mention of watchlist on the homepage. The exciting part of our app is the game. Navigate to the games page and you will be able to see a leaderboard and your stocks for the current game. When you click on the +Game button, you have the ability to start a game or join one with a code. Simply input valid data and submit the game. Once the game has started, you can buy and sell stocks by searching for the stock symbol. To switch between games, click on the desired game in the list labeled Floor List to switch to that particular game. When creating a game, you get to decide the start date, end date, game name, starting money, and the number of transactions. One transaction is defined as buying or selling any number of shares of a certain stock. For a game with unlimited transactions, simply enter 0 as the limit. If the leader makes changes to the game settings before the game starts, the changes will be pushed out to all users that have already joined the game. Once a game starts, the leader can no longer edit the game settings. A countdown at the top of the page will inform the players in a game when the game will begin and then how long until it ends. When a user wants to buy or sell a stock they should navigate to the stock page and specify the number of stocks; there should be error messages when inputting a bad or invalid quantities for the stocks. When X number of shares of a stock are bought, the user's buying power should decrease by the price per share of the stock times the quantity purchased. The reverse is true for selling. When a game ends, all your stocks are sold and a winner will be announced!