
Project Proposal: The Paramount Investments League

Report 1
Software Engineering
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Team 1:

David Patrzeba
Eric Jacob
Evan Arbeitman
Christopher Mancuso
David Karivalis
Jesse Ziegler

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Hyperlinks:

[Webapp Link](#)
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1 Customer Statement of Requirements

1.1 Problem Statement

The stock market, more specifically the New York Stock Exchange(NYSE) and the Nasdaq play a pivotal role in the American economy today. Both are signals of the strength of the private sector and consumer confidence. It is thus no surprise that more and more people want to be involved in these markets and attempt to increase their own wealth.

There is however a barrier to entry for many people, both young and old in participating. That is why with Paramount Investments League we are interested in a platform for interacting with these markets and providing educational interfaces for breaking down these barriers. Users should be able to easily register with the system and begin participating immediately. They should be given an imaginary cash portfolio where they can perform basic market orders such as buy and sell. These orders should mimic real market orders as closely as possible and should include a brokers fee. More sophisticated market maneuvers should be unlocked as the user progresses through an achievements ladder.

Paramount Investments League is geared towards a wide array of audiences and expects a variety of users with varying knowledge levels to participate. In order to maintain appeal amongst these users the platform should provide rewards to users for achieving particular goals. We would like to replicate the idea of achievements or trophies similar to the Microsoft xBox and Sony Playstation family of systems. These achievements can award users with new abilities or additional cash to their portfolio as they rise up the achievements ladder. Users should also be able to create leagues to help further enhance the competitiveness of the game.

Leagues exist to allow multiple users to compete against a subset of the global user base with individual league rules. This allows leagues to set particular goals in order to be declared the winner. Leagues will require a cash buy-in that will be pooled together and distributed to the winner(s) as seen fit by the league creator. To help facilitate these leagues, a leader board will be created for each individual league such that users can see their progress. In addition to league leader boards, multiple global leaderboards will be available providing specific metrics of comparison.

To help facilitate a better understanding of markets, market metrics should be available to the user through news feeds of companies in their portfolio, interactive charts, and a live ticker of current trades happening on our platform. Users should be able to have granular control of email and social media updates.

The entire experience should be unified across mobile, tablet, and the desktop and combined with the above features provide an enthralling core experience for users to learn about the stock market.

1.2 Glossary of Terms

Margin – Borrowed capital used to execute trades, i.e. “buy on margin”. Although leveraging margin is possible for normal buy and sell orders, they are critical to short orders, in which the entire stock is sold without actually being owned. [?] Margin can refer to both the act of purchasing a stock on credit, and to the percentage of a stock’s equity value required to be held in capital against the risk of the stock decreasing in value. [?]

League – an instance of a market simulation with a predefined rule-set and containing many *investors*. All leagues are created by a *League Manager*. There are two types of leagues:

- **Public** – Any Investor can join this type of League
- **Private** – A private league can only be seen by its members and administrators. A User does not join this league, rather they are placed into it by a League Manager.

Order – An *investor* must place an order for the purchase or sale of a *stock*.

- **Stop Order** – A type of order used to protect gains or limit losses. Stop loss orders are activated if a stock drops below the stop price and buy stop orders are activated if a stock rises above the stop price. [?] When activated, a Stop Order becomes a *Market Order*.
- **Limit Order** – A type of order used to prevent trades from occurring except at indicated prices. Buy limit orders will only be executed at or below the indicated price, and sell limit orders will be executed at or above the indicated price. Limit orders are not guaranteed to ever be executed and expire after a specified duration. [?]
- **Market Order** – An order to be executed as soon as possible at current market prices.[?]
 - **Short Order** – A type of transaction in which an Investor symbolically borrows a certain number of stocks (using their existing Margin) and sells them at market price, expecting the stock value to decrease and to make a profit when exiting the position. Exiting is called a *cover*. [?]
 - **Cover Order** – A type of transaction in which an Investor purchases stocks to *cover* the symbolic loan of stocks created by a *short order*. [?]

Portfolio – A detailed account of the *stocks* associated with an *investor* in a given league. Portfolios are unique.

Stock – A type of asset that represents equity in a company.

- **Ask Price** – The price at which a trader is willing to sell a stock.
- **Bid Price** – The price a trader is willing to pay for a stock.
- **Bid-Ask Spread** – The bid-ask spread describes the difference in price between the bid and the ask. These two prices are marginally different, but always with the ask being the more expensive of the two. It represents the friction inherent in trading a stock. [?]
- **Ticker Symbol** – an abbreviation used to uniquely identify publicly traded shares of a particular stock on a particular stock market.
- **Symbol List** – a list of a market/several market’s ticker symbols.

User Roles – Each user with an account can have one or more of the following roles:

- **Investor** – A instance of the User, who commits capital expecting to see it grow in value. Users Instances are referred to as *investors*.
- **League Manager** – A League Manager is an *investor*. A user does not necessarily have this role for every league they are in. Only ones in which they created the League or were given a League Manager role from another League Manager of that League. League Managers control settings of leagues.
- **Site Administrator** – This is the most powerful role. A Site Administrator is a user with elevated privileges, to ban users and delete offensive comments.
- **Suspended** – A user with this role is currently pending losing their Suspended Role, or granted a *Banned* role. While suspended an *Investor* cannot do anything with their Account other then login and view the duration of their suspension, The reasoning behind their ban, and an appeal form if the situation permits.
- **Banned** – A banned user can never be unbanned, this occurs after a rejected suspension appeal.

2 System Requirements

2.1 User Stories

Identifier	User Story	Weight
ST-1	As a user, I can register an account so that I may participate in Capital Games.	10 pts
ST-2	As a user, I can join or create leagues so that I may compete with others in a simulated stock market environment based on real-time stock data.	10 pts
ST-3	As a user, I can search for companies both by company name and stock symbol so I may scout companies I would like to invest in.	6 pts
ST-4	As a user, I can browse a companies profile and view the performance data over a configurable span of time so that I may determine whether or not I want to invest in them.	6 pts
ST-5	As a user, I can buy or sell stocks within a fantasy league I am a member of so I may build my fantasy league portfolio.	10 pts
ST-6	As a user, I can manage my portfolio within a league to track my investments.	8 pts
ST-7	As a user, I can visually track my finances via graphs and charts so I may more easily manage my portfolio.	4 pts
ST-8	As a user new to the stock market, I will have access to tutorials that teach about the stock market via a specially created novice fantasy league.	6 pts
ST-9	As a user, I can see the performance of stocks I invested in via a stock-ticker like marquee so I may have a quick overview of my day-to-day performance.	3 pts

ST-10	As a user, I can see an activity stream of recently executed trades by other users in my leagues so I am always up to date.	5 pts
ST-11	As a user, I can see the performance of other users' portfolios so I may observe the investment habits of others.	2 pts
ST-12	As a user, I can view a list of all members in each of my leagues so I know how many others I am competing with.	1 pt
ST-13	As a user, I can view a portfolio leaderboard so I may have a summary of relative performance between users in my league.	1 pt
ST-14	As a user, I can submit abuse reports on users so I may continue having a positive fantasy league experience. See section ?? for details.	5 pts
ST-15	As a user, I can message other users so I may interact with people I am playing within and out of my league.	4 pts
ST-16	As a user, I can post, edit, or delete comments to league pages so I may communicate with leagues en masse.	2 pts
ST-17	As a user, I can opt to receive periodic e-mail notifications of my stock performance or trades so I may be kept up to date even when not actively viewing the site.	3 pts
ST-18	As a user, I can additionally link my account with Facebook so I may share my fantasy league experience with friends.	1 pt
ST-19	As a user, I can recover or change my password so I may always have access to my own account.	5 pts
ST-20	As a user, I can access my profile and settings on a dashboard on the top of every page within the site.	8 pts
ST-21	As a user, I may opt to create a league and become a league manager so I may have my own personal league.	10 pts
ST-22	As a league manager, I can add league rules, a league name, and a league logo to personalize my league.	8 pts
ST-23	As a league manager, I may manage players within the league so I may invite players I want to join, ban players that are being abusive, and assign other league managers.	8 pts

ST-24	As a league manager, I can moderate and delete comments in the league page.	5 pts
ST-25	As a league manager, I can create league announcements.	4 pts
ST-26	As a site administrator, I can view reports of and delete leagues that are abusive in nature.	2 pts
ST-27	As a site administrator, I can delete abusive/offensive comments and ban users or IP addresses so the website remains a clean, positive stock market fantasy league experience.	6 pts
ST-28	As a site administrator, I may post front page news or announcements.	3 pts
ST-29	As a site administrator, I may have access to a user count, number of active leagues, total leagues, quantity of daily transactions, the most/least popular stocks, and newly created or banned users so I may have reliable site statistics.	9 pts

Notes

For representations of use cases that relate to visual requirements, see: ??.

ST-18: "Experience" refers to things such as stock purchases, current capital, position within the league, etc.

For other details on the specifications of these user stories, refer to ??.

2.2 Nonfunctional Requirements

Functional

Additional features for security could be enabled through the use of various third-party plugins. There exists several packages for the purpose of authentication and authorization of applications. Key authentication features to are the the ability to encrypt and store passwords, provide recovery options for users that have forgotten their password and store a cookie to validate the session. Other plugins may provide authorization features. These will allow for a user to perform different actions based on their position. For example, a user will be able to comment and delete their own comment, but an admin will be able to comment and delete all comments on the league they are an admin of.

Usability

A key point in the design of this application is ease of use and appeal to the users. Through the use of CSS and Bootstrap, we will be able to make the theme of our application consistant and pleasing. With CSS, we will create a universal header and navigation bar that each page will build off of. Javascript will provide for responsiveness and it will be the key framework for which we build our interactive tutorials upon. The interactive tutorials are meant for inexperienced users in

the topic of stocks to learn the fundamentals of the game. Any user that finds themselves lost later on can always view these tutorials again or browse through any specific topic.

Reliability

In order to ensure that there is no confusion to the user in the case of the internet or server failure, all transactions end with a final confirmation, and no changes to the account are made until after this confirmation. A user that leaves the application and returns later will still be logged in. Server failures should be dealt with by the application's host.

Performance

The performance of the site is mostly maintained by an appropriate technology stack consisting of a web framework, database, web server, and assets server. Performance management tools are built into the server for maintenance by application developers (not necessarily site administrators).

Supportability

Various measures and plugins exist for supportability. Between a combination of plugins enabling test-driven and behavior-driven development, supporting and modifying should be relatively painless. The project should be highly portable in the sense that a user will be able to access the website on all major browsers and mobile devices, and have a specilized appearance for both. For maintainability, there is the option of a user to be a site admin. These users can view details about the entire site, such as activity and user feedback. There also exists an internationalization framework for translating to provide multi-language support.