



Pineapple

Requirements Document

Version: V1.1

Created: 15th May 2017

Sponsor: Ali Yavari/Reza Soltanpoor

Number: 002

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Commercial-in-Confidence

Changelog

Date	Version	Description	Author
15th May 2017	1.0	Created Document. Finished first draft to be sent to supervisor	Sadurshan Ganeshan
12th June 2017	1.1	Added Changelog and document information	Sadurshan Ganeshan

Table of Contents

Stakeholders

- Josh Gerlach(Product owner)
- Paul Davidson(Leader)
- Sadhurshan Ganeshan(scrum master)
- Abnezer Yohannes(Team member)
- Reza Soltanpoor(Client)

Task Force

- Josh Gerlach
- Paul Davidson
- Sadhurshan Ganeshan
- Abenezer Yohannes

Project description

The project consists of implementing a stock market game. Users can sign up and use in-game currency to invest in stocks. The game will be implemented in such a way it provides the closest possible experience to the real life stock market. Once the users signup the system will allocate them a particular amount of currency which they will be able to then use to buy stocks. The buying and selling of stocks will be carried out through trade accounts which can be opened by the user. To provide the user with more of a global experience both Australian and American stocks will be integrated into the game.

Project purpose & Scope

The investing game will provide users with prior experience before they invest into the real-world stock market. The goal of the game is to provide users with the closest possible experience of a real life stock market while keeping the game at a enjoyable level. Users will learn the pros and cons of the stock market through the thrilling rises and drops in company shares.

Timeline

Task	Start date	End date	Comments
Analysis	03/03/017	10/03/017	Analysis should be completed within a week
Implementation	10/03/017	29/05/017	
Testing	1/05/017	25/05/017	

Rollout		29/05/017	
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Requirements

Functional requirements

Primary-

1. As an unregistered user, I will be able to register as a stock market player.
2. As a registered user, I will be able to login.
3. As a registered user, I will be able to open a trading account.
4. As an unregistered user, I will be able to view share prices and their related graphs.
5. As a registered user, I will be able to buy and sell shares.
6. As a registered user, I will be able to view my transactions .
7. As an unregistered user, I will be able to view the leaderboard.
8. As an administrator, I will be able to manage users.
9. As an administrator, I will be able to manage stocks.
10. As a registered user, I will be able to view my current balance and current stock value.
11. As a registered user, I will be able to view the average price of shares in possession and the current number of shares held.

Secondary-

1. Add friends to play and communicate with.
2. Ability to transfer funds to friends.
3. Maximum spending daily limit .
4. Stock drop price notification.
5. Foreign stock integration.

Technical requirements

1. The project should follow agile development standards.
2. System should provide real time data about stocks.
3. Apis provided with suitable documentation
4. System will have low down time.
5. System provides reasonable amount of security to user accounts.

Usability requirements

- The system will function on all web browsers.
- System will support mobile users.

The system will be fully functional on all screen sizes, this includes mobile screens, tablets and well as other portable devices. The navigation bar will resize to the vertical model on mobile screens and containers will resize as well.

Project Constraints

Time constraints

The project must be completed before end of week 12, the final delivery is set to June 15th. Weekly deliveries should be made to the customer in order to obtain feedback.

Cost constraints

Budget is limited, web server costs have been set by the team and will be met accordingly.

Scope constraints

The project will be limited to only implementation of the system and creation of necessary documentation. The team is not responsible for training or system maintenance. Project team will also not be responsible for hosting after the project has been delivered.

Communication plan

Three meetings will be held every week, this includes the sprint planning, sprint review and the scrum meetings. Daily scrum meeting will be carried out using the application slack. Appropriate channels will be set up in the application and the discussions will be posted onto the project documentation website for record purposes.

Documentation

Technical document

This delivery section will contain the requirements, software architecture design and software stack documentation.

End user manual

This document will be developed during the week of 19/05/017 to 15/05/017. It will contain a detailed user guide illustrated through screenshots on how the system should be used.