**Project 2: Budding Share Market Investor (Friday)**

You are required to write a stock market game to introduce budding investors to learn the

risks and opportunities share market-trading presents. Users should be given $1,000,000

(bogus money) initially and be allowed to buy and sell the shares at current price from the

ASX. Assume the brokerage cost is made up of two parts: a fixed charge ($50) and a charge

that is a percentage of sale or purchase (0.25% for sale and 1.0% for purchase) that may be

lowered when high volumes are traded.

**Users should be provided all of the following functionality:**

• Register as a stock market player

• Login as a user

• Open a Trading Account

• List the average price of shares in possession and current number of shares held

• Support transactions for the buying and selling of shares

• Track the movement of share price (at regular intervals, say every 1 hour) and plot

the graph

• List a summary of transactions within specified dates

• View current balance in dollars and current stock value

• Maintain a leaderboard

• Provide appropriate admin functionality

You can add any functionality that you think would be useful, for example algorithms to

determine when and what shares to buy or sell.