Overview of the Stock Ticker Application

My program is a modernised version of the popular boardgame Stock Ticker. Upon start-up, the user has the option of creating the account (which checks to ensure that their username is distinctive and then saves the login and password in a database) or logging into an authorized user (queries a database to compare the password entered with the one stored in the system). Inside the access database, all passwords are kept as SHA-1 hashes. When the player first loads in, they have a 10-minute time constraint to accumulate quite so much wealth as possible in the randomised stock market. Every 5 throws of the dice unlocks the market, allowing the user to purchase and sell stocks. The user may save their achievements and exit the software at any time throughout the simulation without needing to save the real excel file. At the conclusion of the simulation, a report is created that monitors their combined wealth all through the play and compares it to the highest score.

I opted to create this programme since I own this board game. Despite the fact that the principle of the game is rather enjoyable, engaging in this activity with those who are not mathematically minded is quite uncomfortable. When purchasing and selling stocks, if the value is not equal to 100, the value of the stock changes and requires the use of a calculator to determine the correct price. As a result, having 5 individuals playing and all of them eager to buy and sell stocks each time the stock market opens significantly slows down the game. In the original game, all of the incremental increases used in my app are in paper as well, which means that stocks are only accessible in 500 increments, which means that each of the six stocks has three distinct stacks of paperwork affiliated with it on top of everyone's money - in short, this match has way far to much paper.