LetsBet
Class Files Documentation

Game Class: Holds information about a game

Data:

league
team
date

Functions:

game_started: returns bool if the game has started

game_over: returns bool if the game is over

User Class: class for each user

Data:
username: unique str ID for each user
password: password for each user to access their account
wallet: wallet balance

Functions

change_wallet(amount): changes money in wallet by amount

bet_line class: Holds information about a betting line

Data:

over_under: bool bet is over_under (true) or spread (false)
game: game object that the bet is on
bet_choice: player or team that is being betted on
metric: metric that is being bet on
metric_amount: amount of given metric

Functions:

bet_line_complete: returns bool if the bet line is full

set_bet_choice(): input player name for player. Input none for team.

set_metric(metric): sets the name of the metric as a str

find_hit: returns true or false if the line hit

bet class: holds data for a bet

Data:
placed_user: user object of the user that placed the bet
needs_match: bool if the bet needs to be matched
live: bool if bet can be publicly betted on
bet_list: list of bet_line objects

Bettors: pd dataframe of users who have placed bets with schema:

      User: user object
      User_ID: User_ID of user
      Hit: bool if they bet hit or miss
      Amount: how much they bet
      Share: user's share of the bet
      Payout: user's payout if they win

Hit_pool: amount of money in the hit pool
Miss_pool: amount of money in the miss pool

Functions:

add_bet_line: adds a bet_line object to the bet

add_user_bet: add a bet by a user

Add_first_bet: adds the initial bet

Add_match_bet: add the bet to match

Find_outcome: finds the outcome of the betting lines

Payout: adjust money in users wallets