

309 Project Proposal

Group: kk_09

Group History

Jacob: Junior, SE

Courses: SE 185, Com S 227, Com S 228, Com S 327, Com S 319, Com S 363

Languages: C, Java, C++, MySQL, JavaScript

Richard: Junior SE

Courses: SE 185, COM S 227, COM S 228, CPRE 281

Languages: Java, C, C++, JavaScript,

Brady: Junior CPRE

Courses: CPRE 185, COM S 227, COM S 228

Languages: Java, C, Typescript

Abdullah: Junior Computer Sci.

Courses: Com S 227, Com S 228

Languages: Java , C++

Project-1

Name: Sports League

Problem being addressed: A low stakes alternative to a casino like gaming platform that offers a community based league competition.

Description of project:

There exists a common problem in the sports world which is how a fan can actively engage with their favorite teams in a low stakes environment. Currently, sports betting has filled this niche by giving fans an opportunity to immerse themselves in games with their favorite teams and players. This outlet unfortunately leads to the fan losing money over time and does not give them the same opportunity as their favorite players to practice honing their skills. If a fan could be given the opportunity to test how they make betting decisions with odds and payouts that match historical or live data it could prevent some users from following losing strategies. This would ultimately lead to people losing less and promote a healthier relationship with gambling to sports fans.

The app would allow a user to select between 3 or less sports leagues, and test their betting decisions against a bot with multiple levels of difficulty. The user would have an initial amount of in game currency that would fluctuate depending on the outcome of matches against the different level bots. The matches would allow the user to provide different rules/guidelines to follow regarding the placement of bets. The user then would decide to simulate multiple seasons, a season, or a live game if available to see if that strategy would win against the bots bet. There would be a leader board as well that shows the top ranking users.

Language/ Platform: Java/Spring Boot

Large/ Complex:

Programming AI to compete with users with increasing difficulty. Implementation of in game currency, alongside a point system that levels you up. Potential leader board that shows top users. Three different leagues with individual sports data. Implementation of low stakes environments that test betting strategies. Implementation of different level bots for users to compete against. News feed implementation highlighting recent winners, top leaderboard, tips and strategies.