VitonBet

DESIGN DOCUMENT

Team Members
Gabriel Grimberg – *C15478448*
Zan Smirnov – *C15437072*
Daniel Vegera – *C15469578*

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Introduction

Description About the VitonBet

VitonBet is an upcoming betting app that will be available on devices that are running Android. With plenty of betting applications out there for different types of companies, VitonBet will be a unique betting app with unique and smart features such as minimising addiction. As it is a gambling app and as we all know gambling can cause be a bad habit in a person's life, we will be mainly focusing on reduced addiction and more fun. This app will not use real currency as it violates the Google Play store regulations, so we must follow the rules. So, without real currency VitonBet will be a mock up to what an actual real betting app is.

VitonBet is an application that will be developed by three Computer Science students in Dublin Institute of Technology with the names of Gabriel Grimberg, Zan Smirnov and Daniel Vegera. This application is scheduled to be developed for the Mobile Software Development module in their third year of their course.

We came up with designing and implementing VitonBet as we felt that it will be a big challenge for us to accomplish. Our original idea was building a Library Applications although we felt that it was not too challenging and therefore we went with VitonBet as it will require much more problem solving, algorithms and precise probability.

The minimum that VitonBet will have is as follows that will be sufficient for a stable release:

- SQLLite database to store data.
- An input screen where the user must enter data.
- Include a list which is populated with data from the database.
- Underlying operations on the database such as INSERT, UPDATE, SELECT, DELETE usage on the database.
- Multi-thread, not just running on one thread as it will slow down the app.
- Registration for users to create their own accounts and login for users to be able to login into their accounts and view their profile, change anything they want in their profile and more.
- Users could place bets on events such as a football match and users being able to create events where other users can enter.

Application Features

VitonBet is a betting app alongside a gambling app where users will place bets on sports such as football, tennis golf and so on. Users will be able to see the odds and to bet on that specific team to win a match if chosen in the football genre and for this to happen users will need to be registered. **Registration** and **Login** will be fundamental in this app that will store the user's information such as name, phone number, total winnings and so on.

A **navigation bar** will also be implemented in VitonBet as without a doubt it is essential, a navigation bar will allow the user to navigate to various of sports to place bets on, will be able to navigate to different types of modes such as **casino** or **roulette**.

Live odds, odds will not be static meaning they will not stay the same, odds will change every hour or depending on the current given event, for example in football if a team wins back to back matches they will be favorite to win their next match, so the probability will increase for them, although they can still lose.

Users creating their own events, events such as entry fee is for example 50 euro and the users who enter must guess the teams that will win their match on game week 6 for example. The user with the most accuracy takes home the grand prize which can be like 500 euro. This is slightly the same as an accumulator where you pick the teams that will win their matches although if one team losses then they are out, no payout for highest accuracy.

Accumulator, as explained above the users picks the teams the he/she thinks will win, the more teams on the accumulator hence the more teams that the user picks the greater the odds and the greater payout.

Modes, other than just bets a bonus feature that VitonBet will have is different type of modes such as **casino** and **roulette**.

Users may run out of money and there will be no other option but to input their real money into the app to use, although since we're not going for that approach for the reasons above we will create **Advertisements** which users can click on and watch to obtain some currency to use to place bets or gamble in the casino.

Community, a bonus feature that could be implemented where users can discuss different types of strategies and potential wins. Overall anything that relates to the app can be discussed here.

Mainly for a stable release we would like to get the basics done first such as accounts being created and users being able to place bets and create events, after that we can add in new features and optimize the app to improve the performance and the quality.

VitonBet UML Class Diagram

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TODO
- Create a UML Class diagram using RSA, ArgoUML or whichever works.
- Explain the attributes in a class and the functions.

VitonBet Screen Flows

TODO
-    Create prototypes of what the VitonBet app may look like.

Checklist
1) Main page of VitonBet with Navigator.
2) Events page where users can place bets.
3) User's account activity.
4) Registration activity.
5) Bonus: Casino activity.
6) Bonus: Community activity, where users can discuss stuff.

VitonBet Use Case

TODO
- Explain the different actors on the diagram and explain the use case and its reltaitonship with other use cases.

VitonBet Database

TODO
- Picture of the database, can use ERwin to demonstrate or whichever tool works.
- Explain the primary keys in a table and foreign keys.
- Explain the columns in each table and why they are there.

Tables Checklist

- UserTable
- SportsTable
- EventsTable
- ModeTable
- StorageTable