University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 19

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

2. A. The domain of our application is gambling/team sports betting. The application's purpose is to provide the users with an interface that allows them to place bets on team sports matches with ease.

   B. The database will model that of a sportsbook. It will provide information on sports teams and betting odds. Our project will use the statistics of teams and players to provide betting odds for people to put money on. We will also model the aspect of account management so that each bettor can be uniquely identified, and the database will link their bets to their account.

3. A. Our sports betting database provides a centralized platform for managing all aspects of sports betting, from placing bets and managing user accounts, to reporting and analysis, and responsible gambling practices. In general usage, our database can provide user account management where users can create and manage their betting accounts, betting event information; providing information on different sports matches available for betting. In terms of betting aspect, it provides betting slip information, where users can view their betting slip or the record of the bets they have placed on various events and transactions, where the database keeps track of payment transactions, including deposits, withdrawals, and winnings.

4. A. We will use JavaScript.

   B. Our expected application technology stack includes HTML, CSS, React, Vue, Odds-api.

5.

Legends
- ⬭ = Relationship Attributes
- ⬭ = Entity Attributes
- ▭ = Entities
- △ = ISA
- ◇ = Relationships
- ▭ = Weak Entities