Team Name: Paradox Innovations

Members:
Jacob Johnson
Siyu Yao
Rahul Depa
Scott Randolph
Ian Meadows
Mengyu Wu

Description:
Sports betting Website

        Our website will be a sports betting website, but with fake money. The website will have a login and there will be groups for people to join. The groups will have a prize pool for people to add money to based off of who the are betting for or against. Users will have a username and password that will have to be stored in a database. Groups will have a name and possibly a password for joining. All of this will have to be stored in a database.

        The website will use APIs to get sport information like who won and lost. After the game prize money will be redistributed in the group to the players depending on who they bet on and who won and lost. Players will never run out of money. If a player runs out of money a set amount will be added back.

Vision Statement:
To socially engage with friends and a community about live sporting events across the world.

Motivation:
We want to learn full stack development and learn how to use API's through creating a interactive website with an innovative design.

Risks:
1. Limited web design and database experience.
2. Outdated data
3. Not knowing what tasks to work on
4. Difficulty with API Keys
5. Not knowing the full extent of risks

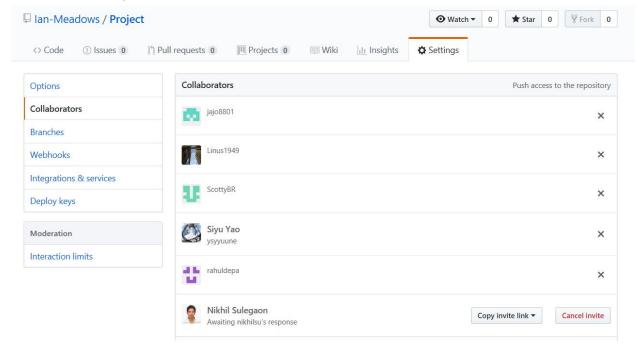**Risk Mitigation Plan:**
1. Search for web examples (W3Schools, Codecademy, etc.)
2. Google

3. Agile/task planning at beginning of meeting
4. Experience throughout the semester
5. Use voice channel on discord for members that cannot make the physical meetings.

Version Control:
Ian-Meadows/Weekly-Meeting-Notes
Ian-Meadows/Milestones
Ian-Meadows/Project

Was unable to find the professor's github account.

Development Method:
We will use the agile software development method to organize how features will be worked on and added to the final project.

Collaboration Tool:
We are currently using Discord for collaboration.

Proposed Architecture:
Backend: Node JS, Amazon Web Services, MySQL
Front end: Html, CSS, JS
Integration layer: Node JS

The backend will deal with the database, pulling information from APIs, and statistics calculations for games.

The integration layer will take user requests from the frontend and send them to the backend layer. The primary language for this layer is NodeJS.

The frontend will contain the website and all of the visual aspects of the website. CSS, JavaScript, and HTML will be the primary languages for this layer.