NBA Bet Buddy	Version:	1.0.0
Software Requirements Specification	Date:3/2/24	
BET-SRS-001		

NBA Bet Buddy Software Requirements Specification

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Software Requirements Specification (SRS)

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IEEE 830 SRS

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Revision History

Date	Version	Description	Author
3/2/24	1.0	Initial document provision.	Benny Iko

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1. Introduction

Maryland was formerly the second-largest home for gambling behind only Las Vegas (Maris). The year 2022 marked the launch of legal online sports betting (Maris).

"When Question 2 passed in 2020, it technically allowed for the possibility of in-person sports wagering at licensed facilities. It took several more years of negotiating before the laws could actually be implemented and sportsbooks began taking bets. Governor Larry Hogan finally signed HB 940 in April of 2021, which hammered out the specifics of the law. The state then handed out the first sportsbook licenses that November, and in December the first sportsbooks started opening their doors."

-Stephanie Maris

Maryland Blogger

1.1. Motivation

Fascinated by sports wagering, athletics, discrete mathematics, the concept of probability, and the ability to accurately predict the future (or lack thereof) I was motivated to design an app that I call the perfect companion for new or experienced gamblers, specifically those placing wagers on NBA basketball. I, Benny Iko, held a non-gaming floor license during my tenure at Maryland Live Casino. The building was still relatively new, and so was gambling to the state. I had left the country for 3 years while the casino was being built to pursue higher education and intercollegiate sports, on scholarship, in Canada. At the time, I thought seeking employment at the Casino would be an exciting opportunity for me to earn a living.

Currently, as a computer science graduate (Bachelor's) and software engineering graduate (Master's) I have found it difficult to land a new role due to "lack of experience". This has been a frustrating experience, because I have the credentials, which I have also worked very hard to accumulate. I know what I am capable of, given the right opportunity. I have been blessed enough to do what I love (basketball) at the highest level in multiple countries: Antigua, Canada and the United States. I simply know what it takes to be successful in any arena (no pun intended).

I started this project with a simple idea. I need to find a way to show potential employers just what I can do. I understand that it's as much "who you know" as "what you know". Throughout the life-cycle of this project, I plan to use many technologies and display my technical proficiency. In my experience, I have worked with many languages including C++, C#, Java, Python, JavaScript, and more. I believe the issue is that I have not been able to effectively convey this to employers. The job seeking process itself is a truly nerve wracking experience. I thought this would highlight my ability to pick things up quickly. Since I am more intrigued by finding similarities/differences between the different languages, than building things, I do not have much of a portfolio outside of school projects. I think I have lacked motivation here for a few reasons. It never made any sense to me to learn too much about a language that you wouldn't need for your job. In my last role, I was a back-end developer using Java and Spring. I used C# and JavaScript a lot during my days as a department head at the high school level. I find myself excited to apply what I have learned at various levels towards an app that I could actually use, and ESPECIALLY one that combines a few of my interests. I do not find making another to-do list or tic-tac-toe game exciting. I am excited to document my progress and share my findings with you all.

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1.2. Document Conventions

The following typographical standards were followed while writing this specification. The document was written using Times New Roman font, pt. 10 size font. Size 12 font, bold font is used to declare the section titles. Requirements are written using a numbered list; the names of requirements are numbered i.e. 1,2,3, etc., then decomposed into narrative i.e. 1.1, functional requirements 1.2 and stimulus/response pairs 1.3.1, 1.3.2, etc. Each stimulus/response pair is awarded a different number.

1.3. Intended Audience and Reading Suggestions

The intended audience of this SRS is for potential employers and software teams of potential employers, including but not limited to: recruiters, project managers, software testers, requirements writers, project stakeholders, and software developers.

1.4. Scope

The technology to be implemented includes multiple databases. The reasoning behind this technical decision is to show proficiency with multiple databases. At the time of this writing, I only have plans on using PostGresSQL. This list will be expanded, as the scope is more refined. The first iteration of software to be delivered, shall include a web-scraper implemented using Python and Beautiful Soup. This web-scraper will collect NBA statistics for further computation. Future iterations, will include a tool (language not yet selected) to process box scores and return the results of any selected props for that particular game.

1.5. Definitions, Acronyms and Abbreviations

- Moneyline the most basic bet, simply a selection of who you believe will win a game or match.
- Spread total number of points a team is believed to win the game by. Can be +/-

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1.6. References

The Beginner's Guide to Gambling https://www.gamblingsites.org/gambling/

Initiating Document

https://learn.umgc.edu/d2l/le/content/688412/viewContent/25994971/View

Maryland's Long History with Legalized Gaming has had its Ups and Downs https://www.eyeonannapolis.net/2023/04/marylands-long-history-with-legalized-gaming-has-had-its-ups-and-downs/