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| Assignment 1 | | Project Summary | |
| Course | | **Golang Programming** **- 2020** | |
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| Project name | Sports Betting Platform |

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| 1. Short project description (Business needs and system features) |
| The **Sports Betting Platform** will be a B2B application that allows businesses to quickly setup a sports betting website. The platform will provide core functionalities for a betting website like data feed, betting, user management, user analytics(optional). **The system will probably ignore live events and block all betting once a game is live.**  The system will implements a backend microservices written in **Golang** communicating via **HTTP REST.** The system will use some **Relational Database**. The system will use front-end client written in **React.**  *Optional:* The *system will use* **Apache Kafka** for a distributed caching layer. The microservices might run in **Docker** containers and orchestrated with **Kubernetees**  The system will stream real-time event from the server to the web client using ***Server Sent Events (SSE)*** *for live events.  Key Actors:*  • *Admin* – Golbal level administrators.  • Operator – Site specific administrators. This role is for a courporate group of sites.  • Users – Regular clients that place bets. |

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| 1. Main Use Cases / Scenarios | |
| **User use cases** | **Brief Descriptions** |
| **1. Register** | Users can registered with at least email and passowrd in the system. |
| **2. Login** | Users are requreid to provide a email and password to login. |
| **3. Manage profile** | Users can change passowrds and everything else stored for their profile, but not their email. Emails should be unique in the system. |
| **4. View sports, leagues, games, players, etc.** | Users can see information for all Live, or Pre-Live events available to the site, in which they have logged in. |
| **5. View events per game and event odds** | A User can view all events that are not forzen or blocked on the site. |
| **6. Place or cancel bet on event** | A User can place or cancel bets on Pre-live games. Betting on Live games will be in future versions. Only bets that are not paidout can be canceled. |
| **7. List bets** | *A User can list all bets they have made.* |
| **Operator use cases** |  |
| **1. Manage user profiles** | Operators can delete, update, or block Users for all users in their Corporate Group only. |
| **2. Freeze events** | Operators can freeze all events on a Corporate Group level. |
| **3. Change odds on event** | Operators can change the odds on events on a Corporate Group level. |
| **4. Decline or accept bets by users** | Operators can decline or accept bets from Users in their Corporate Group. |
| **Admin use cases** |  |
| **1. Manage Corporate Groups** | Admins can add new Corporate Groups and give permissions to Operators to manage sites in those groups. |
| **2. Manage Users, Operators and Other Admins** | Admins can add or remove new Users, Operators and other Admins. |
| **3. Freeze events** | Admins can freeze all events. |
| **4. Change odds on event** | Admins can change odds on all events. |
| **5. Decline or accept bets by users** | Admins can decline or accept all bets. |