



# BETSMART

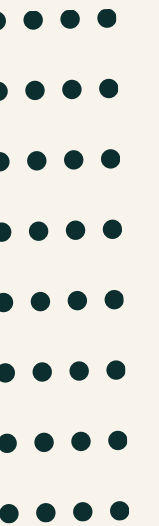
## PROJECT PRESENTATION

### GROUP #2





# INTRODUCTION

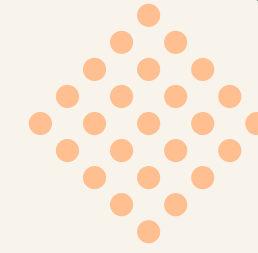




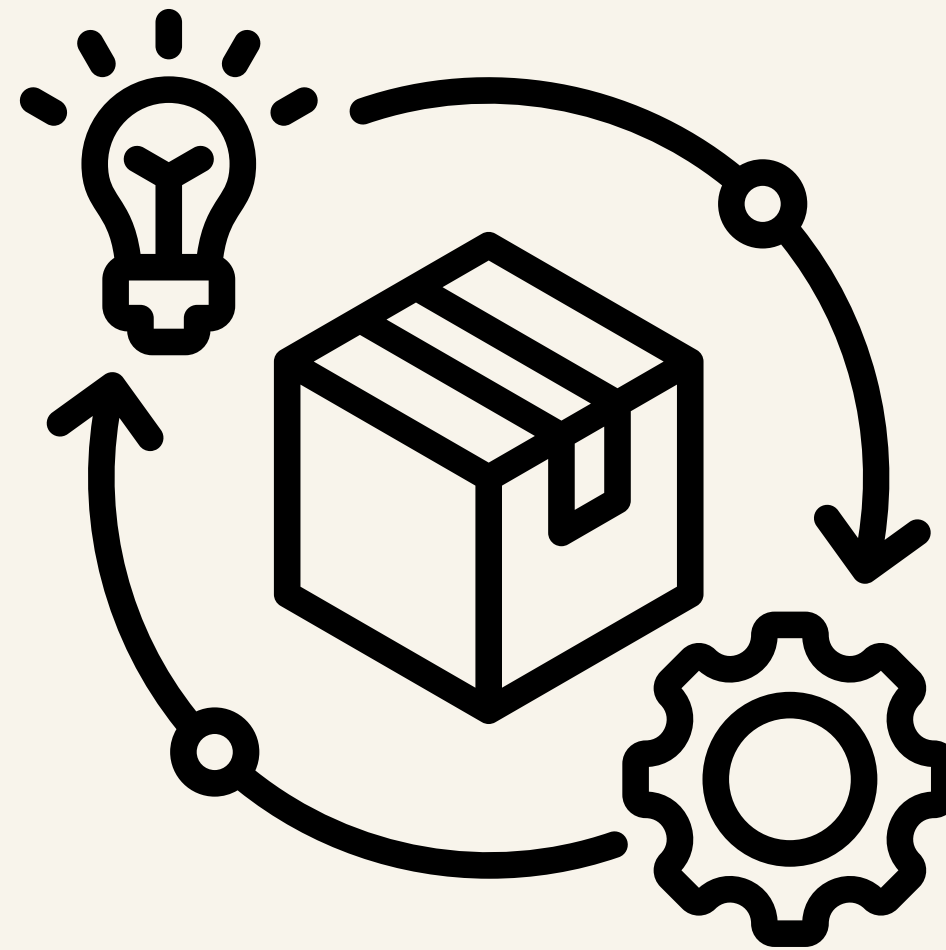
# PROJECT OBJECTIVES

- DEVELOP A USER-FRIENDLY SPORTS BETTING PLATFORM
- IMPLEMENT USER AUTHENTICATION AND ACCOUNT MANAGEMENT
- PROVIDE REAL-TIME EVENT LISTINGS AND BETTING ODDS
- ENABLE SECURE BET PLACEMENT AND TRANSACTION PROCESSING
- PROVIDE A RECOMMENDATION/INSIGHT TO THE USER

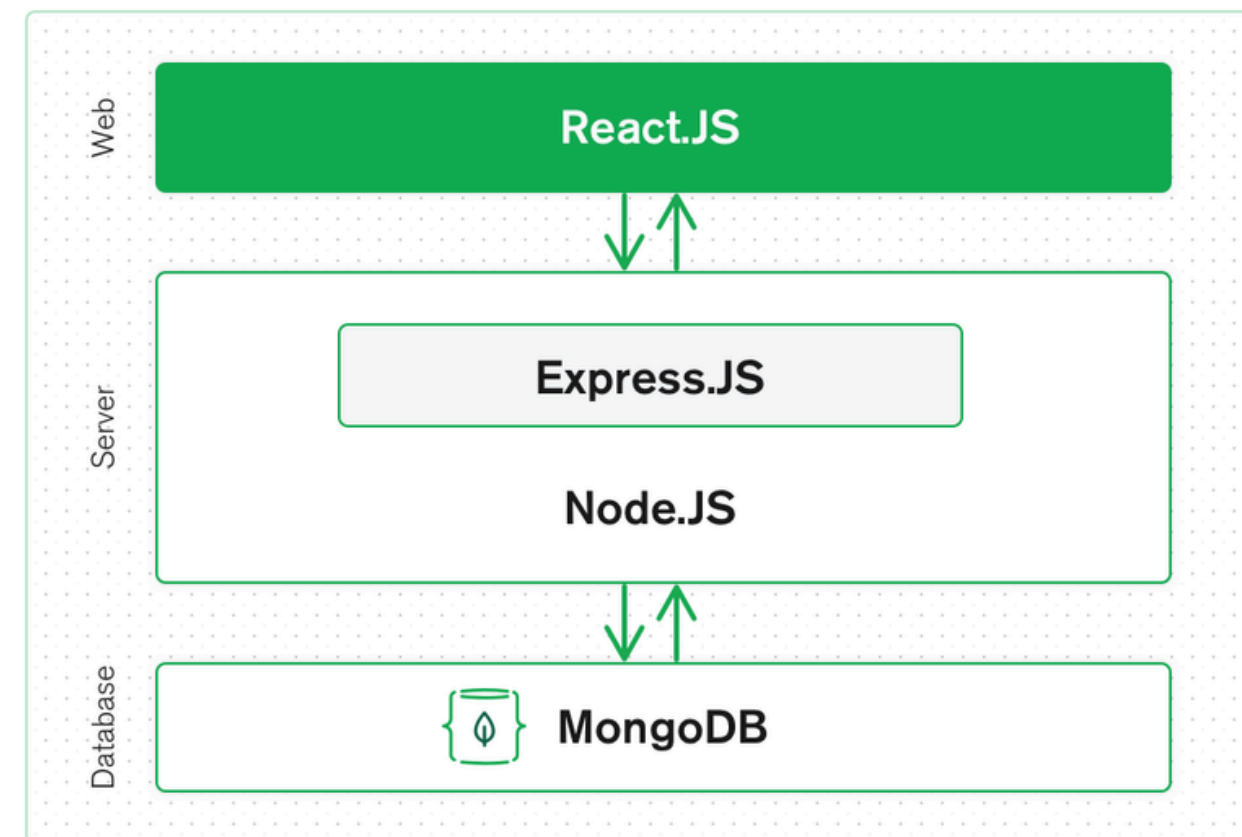




# DEVELOPMENT PROCCCESS

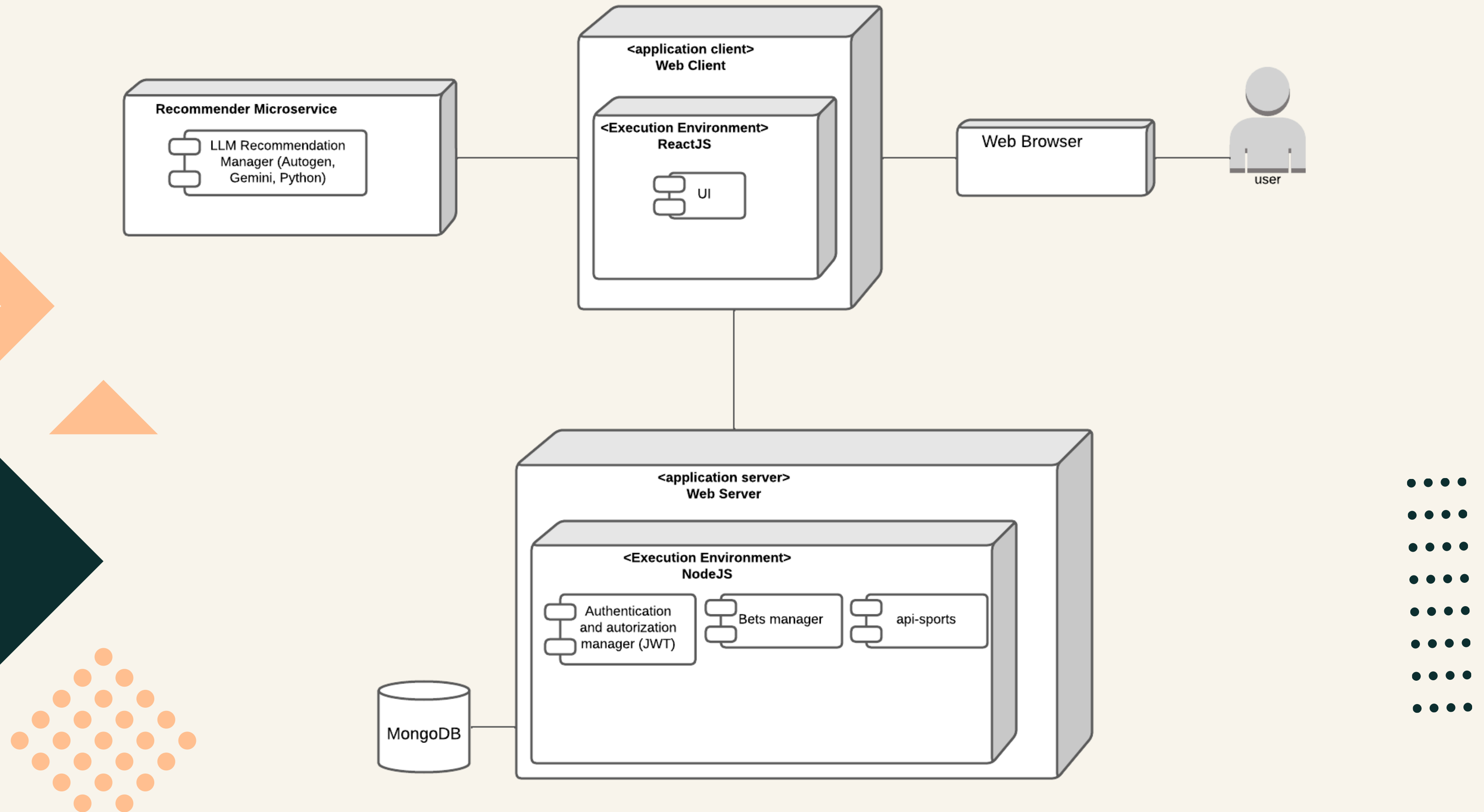


# STACK USED



[MernStack Explained](#) | [MongoDB](#)

# SYSTEM ARCHITECTURE



# CHALLENGES



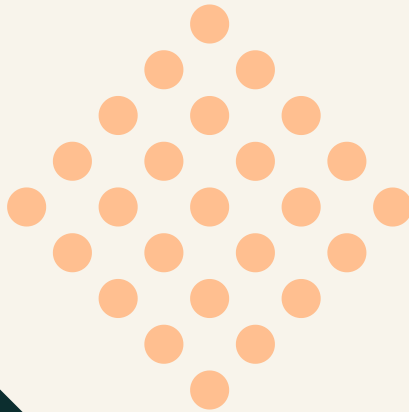
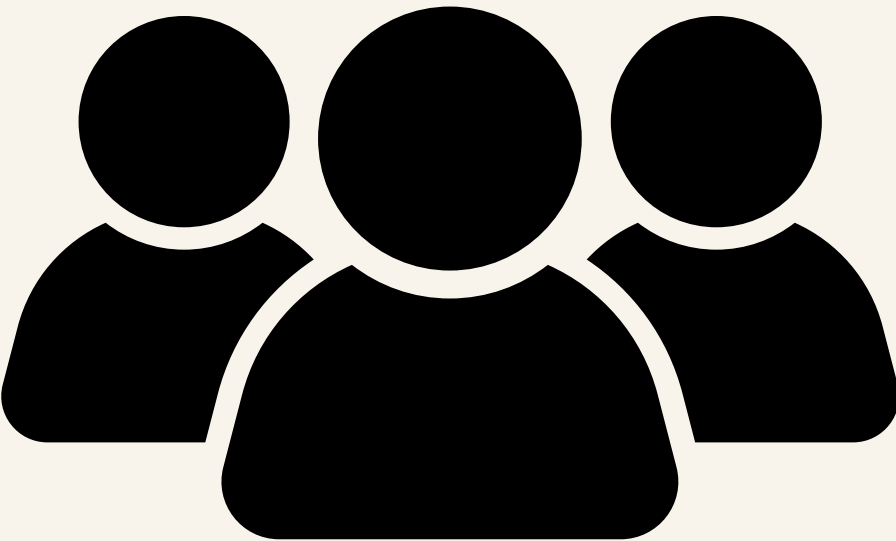
## TECHNOLOGIES



## TIME



## TEAM MANAGEMENT





# LIVE DEMO

