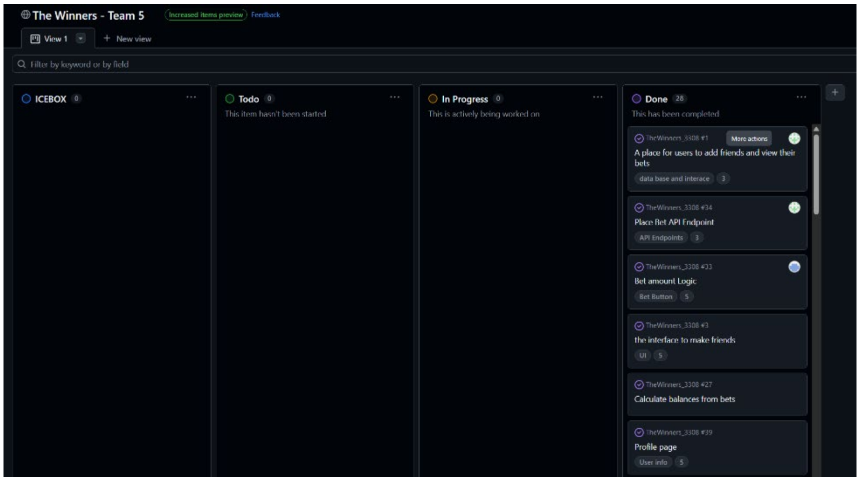
- **Title:** Buff Bets
- **Who:** Noah Osteroos (NoahieO), David De Higes (Daviddeh7727), Daniel Bakula (, dbakula-1), Abdulrahman Almutairi (ABAlm), Samuel Wengert (samuelwengert), Andrew Roberts (judsonandrew228)
- **Project Description:** A 200 word summary of the project
  Buff Bets is a CU Boulder-themed sports betting platform where users place virtual bets on CU athletics and major professional sports like the NFL, NBA, and MLB. Designed for students, Buff Bets combines the excitement of sports betting with a risk-free, competitive environment. Users must register and log in to place bets, ensuring personalized account management and a secure experience. Real-time betting opportunities are given by a sports odds API, which provides up-to-date odds across a variety of sports and matchups. Once logged in, users can navigate through the Home page to browse games and place bets using a streamlined betting form. Betting logic ensures that users can only wager amounts within their current balance. The Friends page allows users to add and view friends, compare betting performance, and foster friendly competition. Each user also has a Profile page that displays active bets, closed bets, and overall account balance, giving users an easy way to track their history and success. Buff Bets features a responsive, CU-themed interface, a consistent color scheme, and a clean design that works across all devices. It brings real-time action, social competition, and Buffs pride together into one fun, dynamic platform.
- **Project Tracker - GitHub project board:**
  - Link to your Project Tracker (for instructor & TAs)

    View 1 · The Winners - Team 5
  - Screenshot showing your project in your project tracker



The Winners - Team 5

Increased items preview Feedback

View 1 + New view

Filter by keyword or by field

ICEBOX 0

Todo 0
This item hasn't been started

In Progress 0
This is actively being worked on

Done 28
This has been completed

TheWinners_3308 #1 More actions
A place for users to add friends and view their bets
data base and interace 3

TheWinners_3308 #34
Place Bet API Endpoint
API Endpoints 3

TheWinners_3308 #33
Bet amount Logic
Bet Button 5

TheWinners_3308 #3
the interface to make friends
UI 5

TheWinners_3308 #27
Calculate balances from bets

TheWinners_3308 #39
Profile page
User info 5

- **Video:** 5 minute or less video demonstrating your project. Your audience is a potential customer or person interested in using your product.

  https://streamable.com/cq1rea

- **VCS:** Link to your git Repository. Instructor/TAs will check, weekly, to ensure the following are stored in your VCS repository:

https://github.com/NoahieO/TheWinners_3308

- **Contributions:**
  - A brief (not more than 100 words) from each team member about their contributions.
    - This should include the technologies worked on
    - Features that have contributed to
  - You can also include:
    - A screenshot of the project Board
    - A screenshot of the contributions on GitHub

Noah Osteroos:

I worked on the implementation of the database, modifications to the database, betting conditional integration, and the friends implementation. At the start of the project, I worked on the creation of the database along with Daniel, making sure we had solid ideas and a strong foundation to build upon moving forward. Two separate people made the code to account for when a bet was place and the other made the conditionals to stop someone from betting an invalid amount, however for a while it was never connected, after a little bit of trial and error I got the two sides of the system between express and html to work. And finally, I built the back end and express and api formatting for the adding and viewing friends alongside Andrew who made the front-end side of it.

David De Higes:
I worked mainly on the front end of the project. I developed the color scheme and style for the project. I made the register, login, and home pages. I created the nav bar to switch between different pages. I also created a footer for the site. I also contributed by creating the betting form used on the home page to place bets and logic preventing invalid bets that exceed a user's balance. I also helped the group troubleshoot and fix docker issues as they came up.

Andrew Roberts:

I worked primarily on the front end. My biggest contribution was the friends page which I did the front end for. I also did some work on the add friend route along with Noah, and I did some debugging on the friends route to make sure the back end was communicating with the front end properly. I did a bit of work on the login and register routes but I wasn’t the one who finished them. I also made a placeholder for the profile page early on in the project.

Samuel Wengert:

I worked almost entirely with the API integration and connection. This primarily was focused on making the code for two API routes in index.js, the /home route which would pull the events and their betting odds to be displayed, and the /profile endpoint which had all the logic for pulling scores from the API, calculating if the user won the bet or not, and paying out the bet. I did some minor front end work, just making sure that the correct information was being displayed, which the handlebars syntax, but the bulk of my time was spent in the index.js file.

Daniel Bakula:

For this team project I primarily contributed to the backend development by working on the database. I created the initial create_tables.sql script, designed and built the database structure that supported the core functionality of our website. Additionally, I created API end points consistent with backend data to support the implementation of the API on the front end. I also developed and integrated the SQL queries that inserted, updated, and retrieved data. I made sure that the database was properly normalized, reducing redundancy and improved queries. Throughout the project I regularly tested database operations to ensure user friendly interaction.

Abdulrahman Almutairi:

I worked on creating the Profile page with live database data, to make sure users could view their balance and betting history. I implemented authentication and session handling so that placing a bet requires being logged in and dynamically adjust the nav bar using “Handlebars” to show Profile and Add Friends only for logged in users. I also configured the Docker container setup and made sure that our package.json is updated to have the proper dependencies. In addition to that, I contributed by writing unit tests to verify key API routes and server logic. As for version control, I adjusted the file system and pushed it to the GitHub repo to make it ready for deployment using Render.

Test Results

The tests were ran with a person completely out of the engineering department and who is currently an anthropology major

Test 1: The user adds a friend

- User easily found friends button
- Typed in a name to add as a friend and no response came up
- Was offered a person who was already in the databases name and were able to type that name in
- Hit the add friend button
- Name appeared, successful test

- User wanted to see more about their friends and not just have them; thus we implemented a table that also shows the users win count

Test 2: The user makes an account

- User started at home page, tried to place a bet but was directed to login in first
- User didn’t have an account and thus hit register tab
- User inputted new username and password

- User was then directed to login in page where they input their info again
- User was then directed to home page
- Successful test

- No wants from user, they said it was a simple part of system that has a good flow and liked how it worked

Test 3: The user places a bet

- After logging in user now has options to place bets from around 10 options
- User asked what the numbers meant next to the teams (the odds numbers)
- User hits bet button on one of the cards
- User saw “select team” arrow and selected from the two teams which one to bet for
- User inputted a valid amount of money first try
- User got message that bet was confirmed and was redirected to profile page which showed current bets
- Successful test

- A possible need would be an FAQ section informing the users on how the betting system works and how odds and pay out are calculated, not a fully necessary change but something that may need to be added if this project becomes more full scale

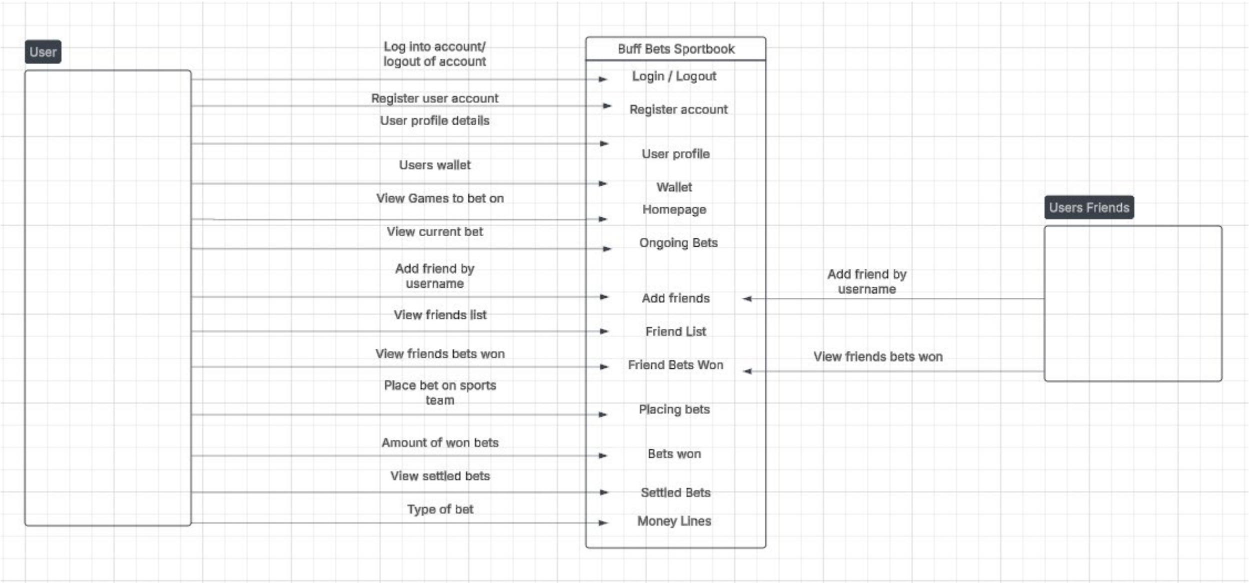
Test 4: The user places an invalid bet

- In same starting position as test 3
- User selects a team to bet on and inputs an amount to bet
- Regardless of type chosen user got an error telling them an invalid amount was inputted, and the page was reset
- Successful test

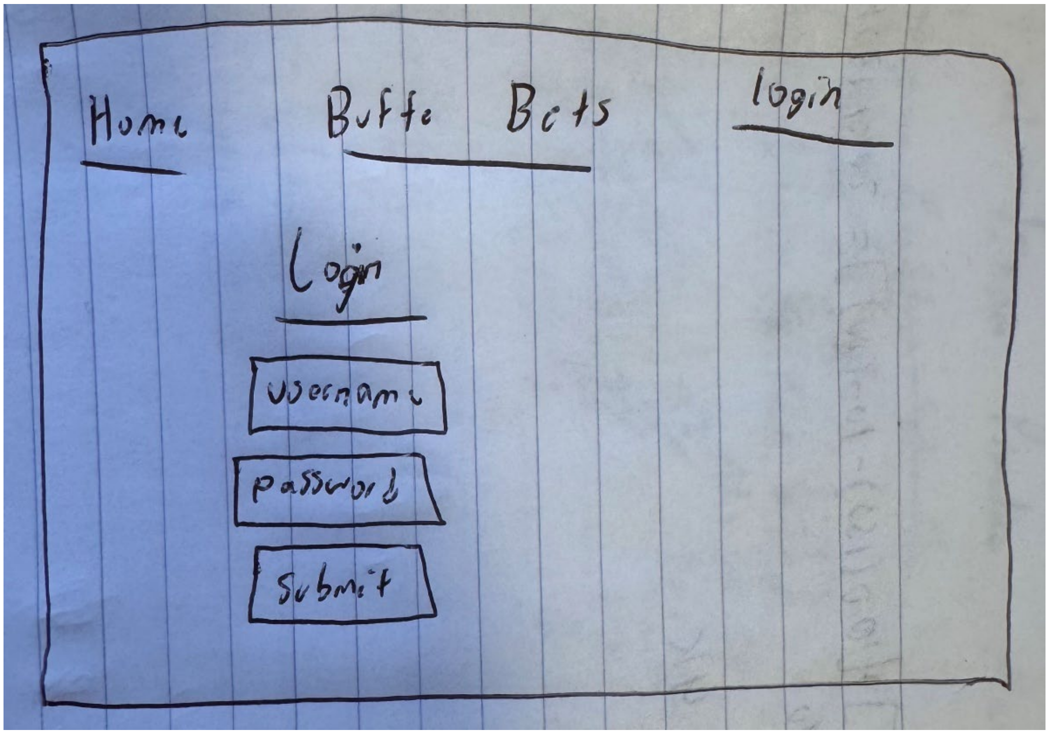
- User wanted more specifics on what they inputted wrong when placing a bet

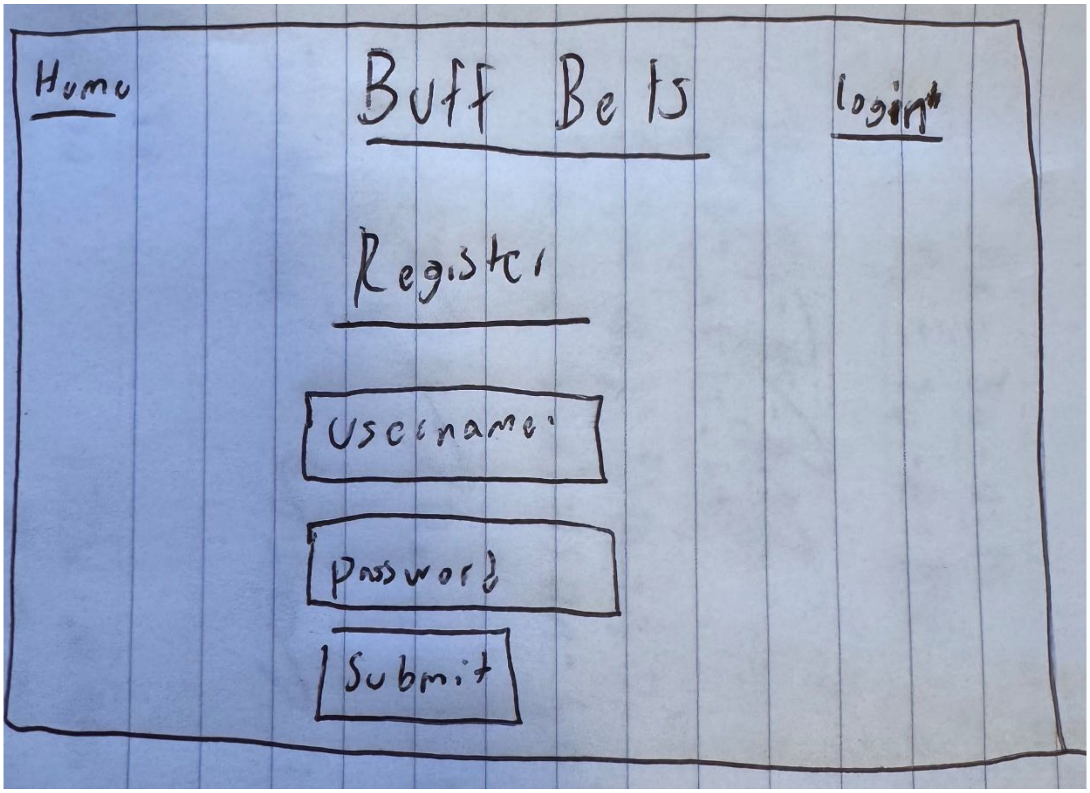
- Fixed issue by having error handling be more in depth and tell user if they failed at inputting a valid number at or below their total balance or if they didn't input a number at all

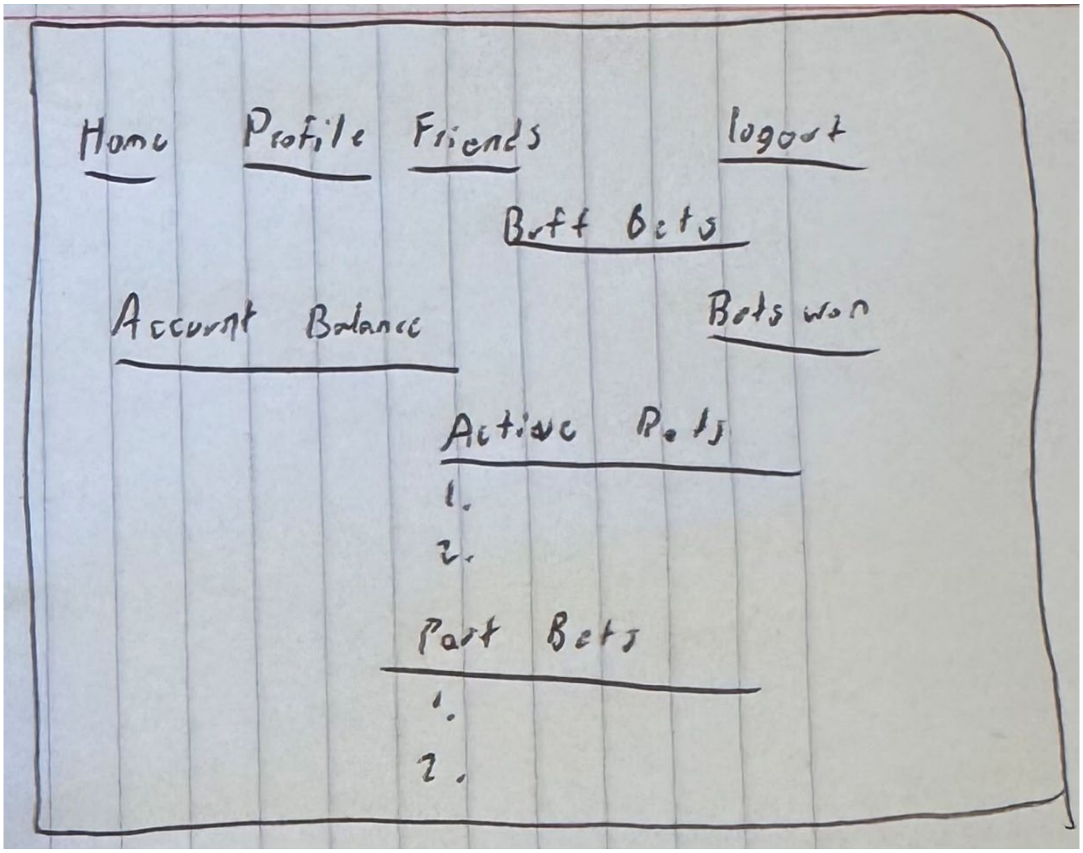
Use Case Diagram

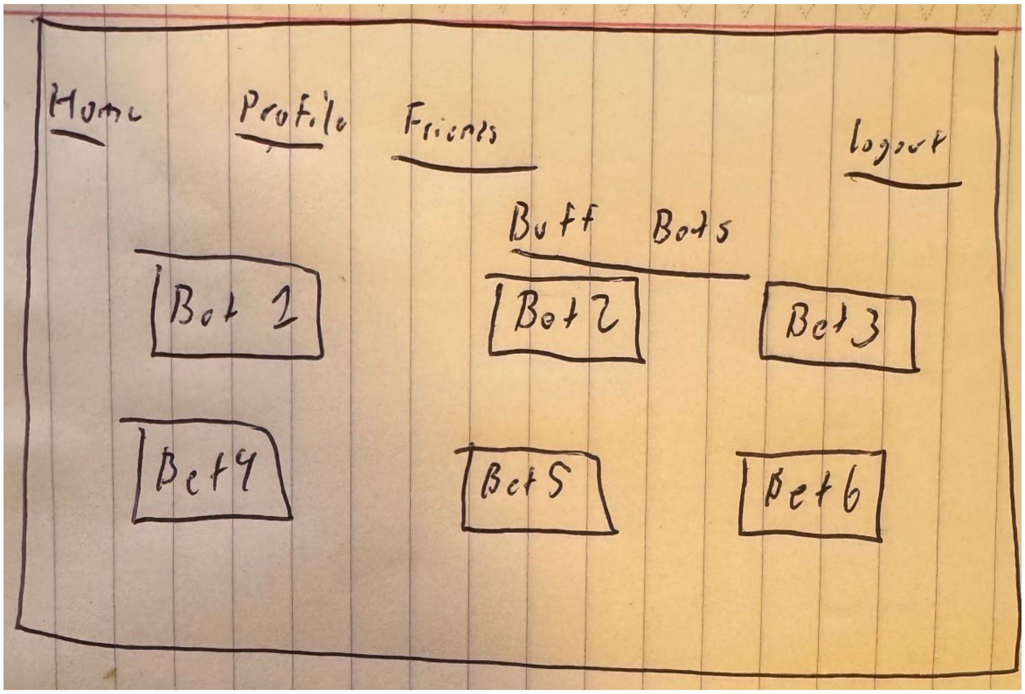


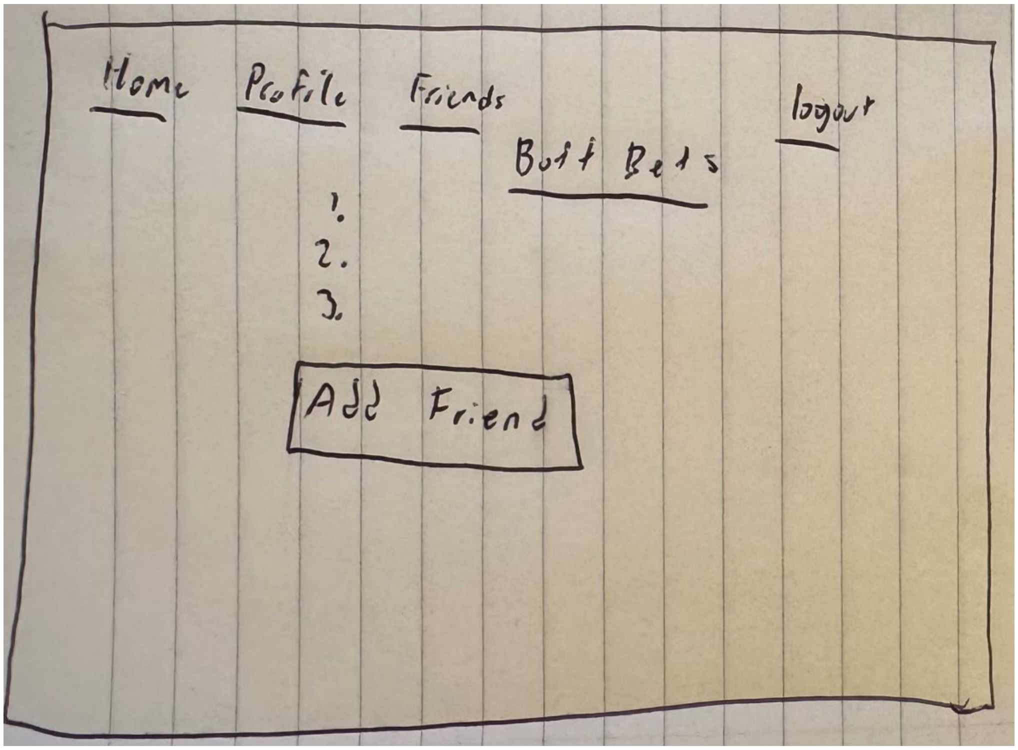
Wireframes


Home
Buff Bets
login
Login
Username
password
Submit


Home
Buff Bets
login*
Register
Username
password
Submit


Home
Profile
Friends
logout
Buff Bets
Account Balance
Bets won
Active Bets
1.
2.
Past Bets
1.
2.


Home
Profile
Friends
logout
Buff Bets
Bet 1
Bet 2
Bet 3
Bet 4
Bet 5
Bet 6



- **Deployment:** Link to deployment environment or a written description of how the app was deployed and how one might access/run the app. The app must be live, working, and accessible to your TA.

  https://thewinners-3308.onrender.com