Peter Grantcharov   pdg2116   April 16, 2019
Po-Chieh Liu   pl2441

COMS W4111 PROJECT 1 PART 3

URL: http://35.196.126.113:8111/

GitHub Repo: https://github.com/PGrantcharov/virtual-betting

Schema Changes:
1) Made primary keys *SERIAL* so they will auto increment for tables: *player, users,* and *make_odds.*
2) Added *username* and *balance* attributes to *users* table and split *name* into *first_name* and *last_name.* These changes we solely for convenience and better interactivity with users.
3) Major change was splitting *game* into *game* and *game_stats*. This allowed us to store games into database that we referenced by *make_odds,* even if they had not begun yet. Yiru helped us out with this. *Game* only contains basic game info, and is the original location for the game id, *g_id,* that is a foreign key in several other tables.

Brief Site Outline:
Our site serves the functionality of allowing users to place virtual bets on sports games. They are virtual in the sense that there is obviously no real money involved, however, all odds and bet outcomes are real (odds scraped every 30 min, game outcomes overnight).

The homepage shows the users upcoming games, as well as the results from yesterday's games. It can be accessed without being logged in. When users register and log in, they will be given $1000 to bet with. A betting form appears on the homepage once the user has logged in, as well as a welcome message and a current balance indicator at the top of the site.

The homepage also has links to game pages, unique for every upcoming game, which is accessed by clicking the game number. On this page, the users can see relevant details about the two teams, like their last five game results and some important season statistics.

Lastly, when signed in, a Profile link will appear, taking the users to their profile so they can see their performance, and last 20 bets.