BetSmart Project

• ISIS 4226: Al for Software Engineering

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Objectives

01

Develop a user-friendly sports betting platform

02

Implement user authentication and account management 03

Provide real-time event listings and betting odds

04

Enable secure bet placement and transaction processing

05

Provide a recommendation/insight to the user



Process

• Scrum:

We utilized 1-day sprints, with daily stand-ups, sprint planning, reviews, and retrospectives, to ensure iterative development and continuous improvement.

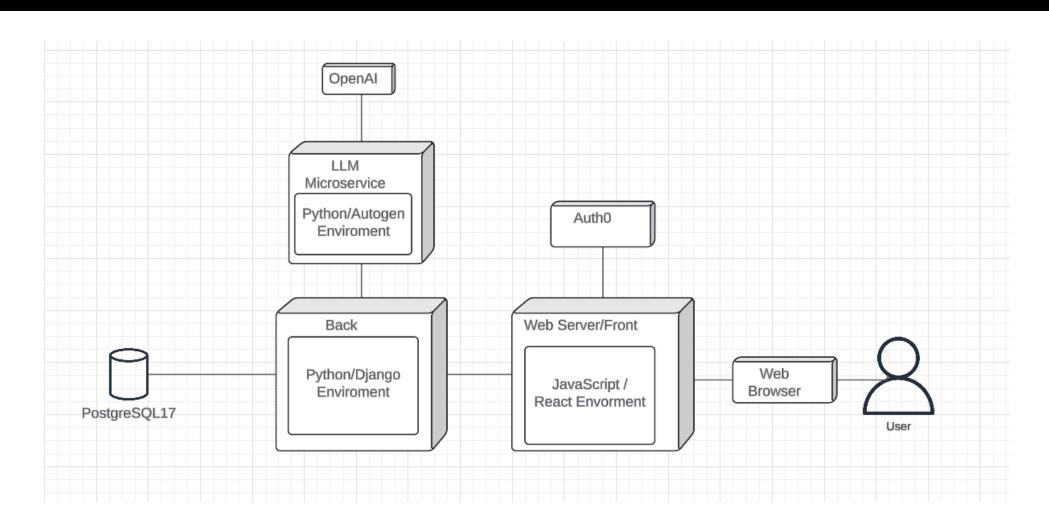
Pair Programming:

Implemented driver-navigator roles, regularly rotated pairs, and used collaborative tools like Visual Studio Live Share to improve code quality and foster knowledge sharing.

Daily Stand-ups:

Held 15-minute meetings every morning at 9 AM, where each team member shared their progress, plans, and blockers to maintain alignment and productivity.

Architecture



Challenges/Limitations

Limit of requests to the API

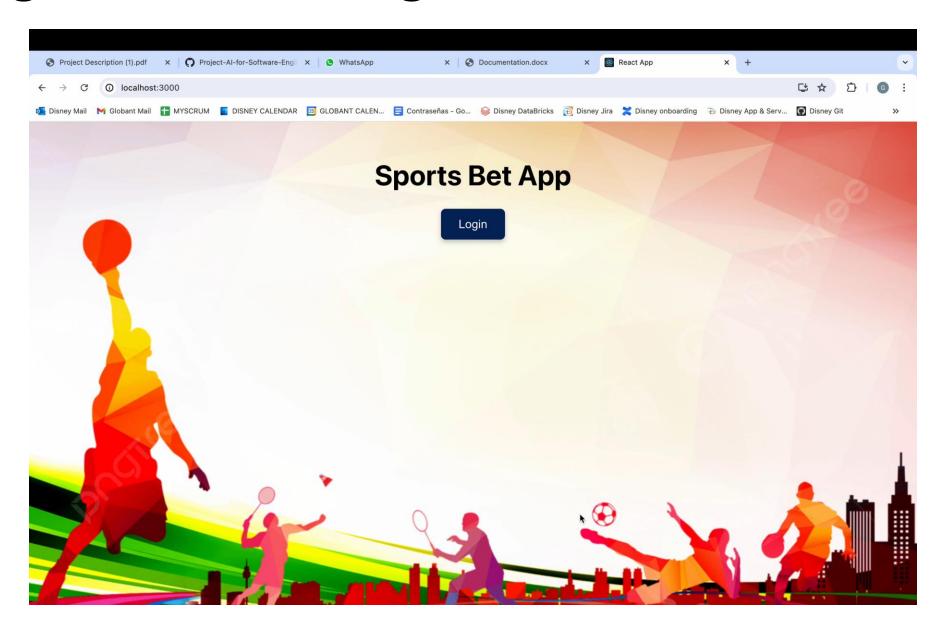
Lack of time for testing

Lack of time for improving the UI/UX

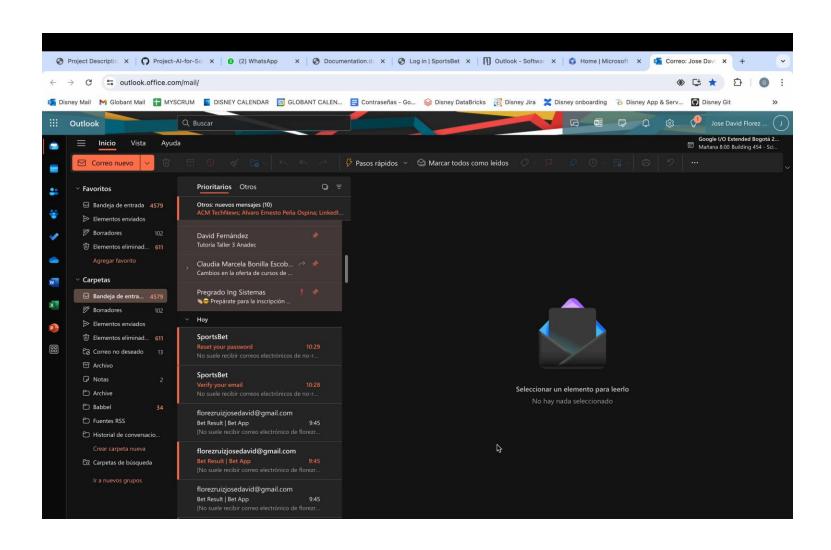
Inexperienced in the chosen technologies

Features

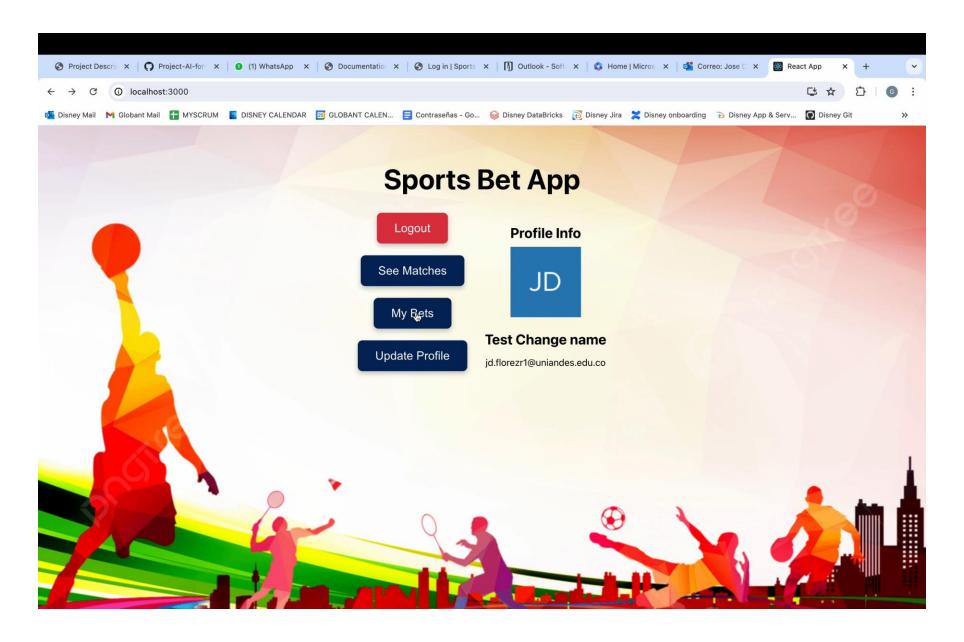
Registration and Login



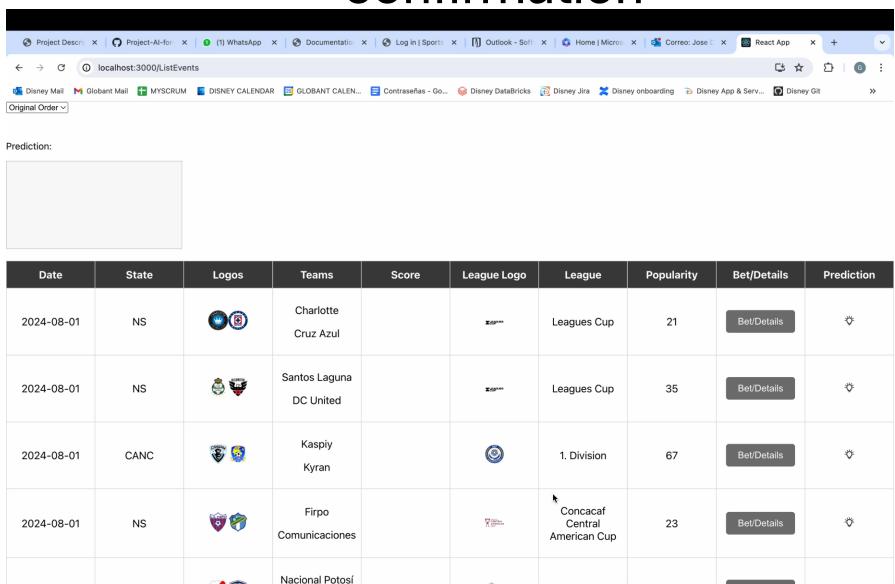
Profile Management & Password Recovery



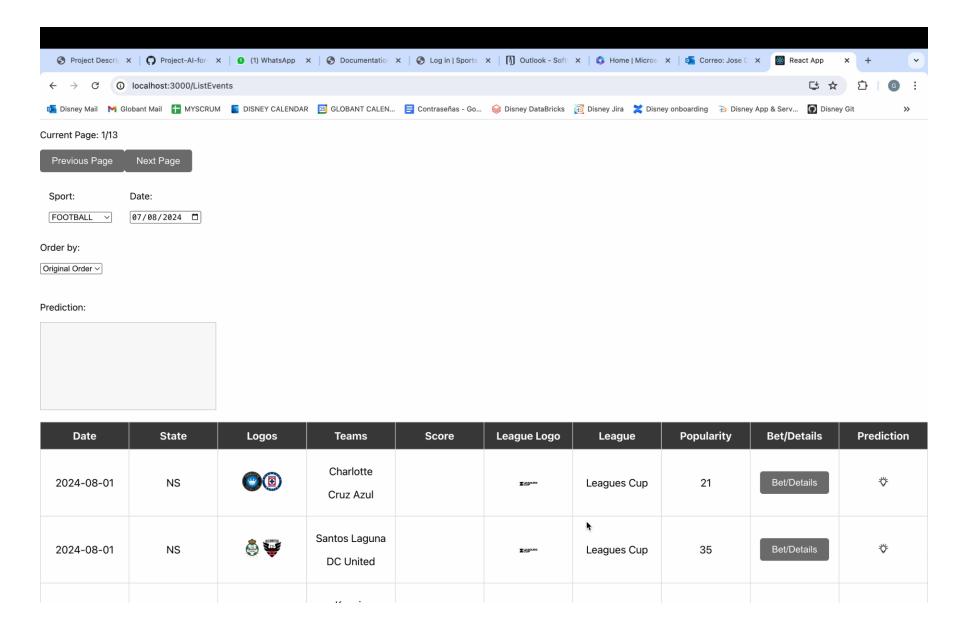
Event Listings & Odds Management & Event Filtering



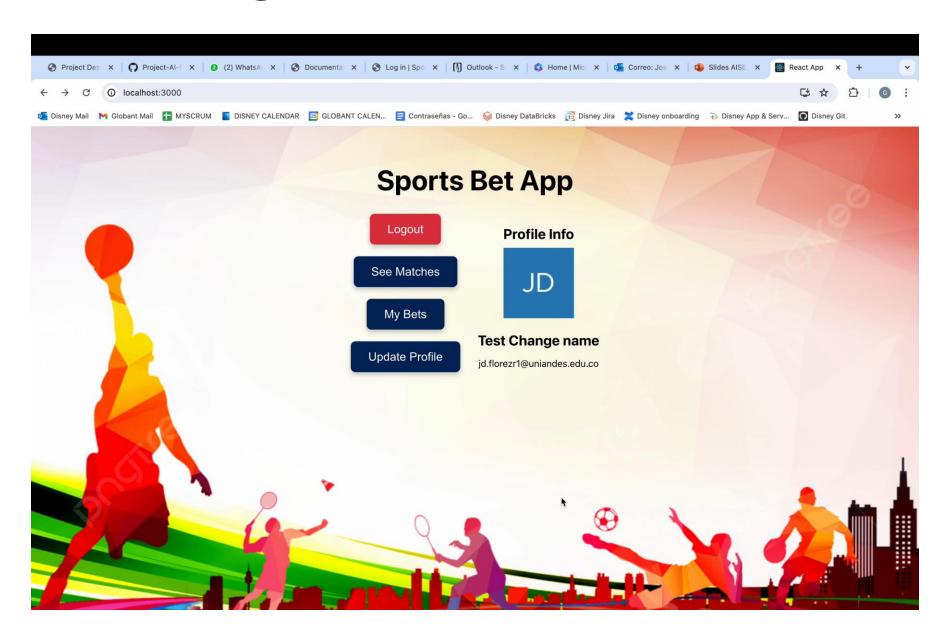
Bet Placement & Transaction Management & confirmation



Live Scores & notifications



Insight/Recommendation



Live Demo