

Betgogo

Technical Document



**UNIVERSITY OF
BIRMINGHAM**
JUNIOR SOLUTION

A project presented by Birmingham Innovation Studio

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1. Introduction

This document explains the functional specification of None, the None project in which Birmingham Innovation Studio, engages to fulfill all the requests demanded by None as explained during elementary meetings and calls.

1.1 Purpose of this document

The functional specification document serves the same purpose as a contract. The specifications presented in this document are related to the conversations done by None. Following this document, the developers agree to provide the capabilities specified and fulfill all requests and demands of None, who also agreed to find the product satisfactory if it provides the capabilities as specified.

1.2 Scope

betgogo is a web app that allows user to place bet between each other, this app will have a login and sign up page where users can login or register, reset their password and reset their email. It will have a profile page where users can update their profile and manage their account. there will be a friend page where users can manage their relationship with others. there will be a bet page where users can see their current bet, create new bets and modify existing bets.

1.3 References

All meetings, emails and materials exchanges with None.

2 Requirements

2.1 Functional Requirements

1. Login Page:

- Users must be able to login or register.
- A "Reset Password" feature must be implemented.
- An "Email Verification" feature should be implemented for new users.

2. Profile Page:

- Users should be able to view and update their profile details, including name and email address.

3. Friends Page:

- A "Friend Request" feature should be implemented, allowing users to send and receive friend requests.
- A "Friends List" feature must allow users to manage their relationship with friends.

4. Bet Page:

- Users must be able to view their current bets.
- The app should support the creation of new bets with customized conditions.

- Users should be able to modify or cancel existing bets.

2.2 Non-Functional Requirements

1. Reliability:

- The app must handle transactions securely and reliably.

2. Performance:

- The pages should load quickly, even with a large number of bets.

3. Usability:

- The user interface must be intuitive, making it easy to create and manage bets.

4. Security:

- Customized bets and user information must be stored securely.

5. Scalability:

- The app must be designed for potential future expansion, such as adding new betting types or integrating with a payment system.