

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 toto, 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. Authentication Pages:

- The web app must allow users to sign in using email and password.
- The web app must allow users to sign up with a unique email address and password.
- The web app must include a 'Forgot Password' feature that sends a reset link to the user's email.
- The web app must offer an option for email verification during registration.

2. Profile Page:

- The web app must allow users to update their profile, including name, email, and profile picture.
- The web app must offer a 'Delete Account' option that requires user confirmation.
- The web app should provide a section to display user statistics like total bets won.

3. Friend Page:

- The web app must allow users to send and accept friend requests.
- The web app should offer a chat feature for friends.
- The web app must provide an option to block or remove friends.

4. Bet Page:

- The web app must allow users to create new bets, specifying the wager and terms.
- The web app should offer a feature to share bets with friends.
- The web app must allow users to modify or cancel existing bets.

2.2 Non-Functional Requirements

1. Reliability:

- The web app must have a minimum uptime of 99.99%.
- The web app should have a failover mechanism to switch to a backup service in case of server failure.
- The web app should offer offline access to saved bets and profile information.

2. Performance:

- The web app should load bets and profile information within 3 seconds.
- The web app should be optimized for low-latency data fetching for real-time bet updates.

3. Usability:

- The web app must be user-friendly with an intuitive UI/UX design.
- The web app should offer a tutorial and FAQs for first-time users.

- The web app should be accessible, following WCAG 2.1 guidelines.

4. Security:

- All user data must be encrypted both in transit and at rest using AES-256 encryption.
- The web app must comply with data protection regulations like GDPR.
- The web app should have a secure authentication mechanism, including two-factor authentication.

5. Scalability:

- The web app should be designed to handle an increasing number of users and bets.
- The web app should be cloud-native to allow for easy scaling.
- The web app should be modular to allow for the addition of new features without affecting existing functionality.