

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 log in using their email and password.
- Users should be able to reset their password and resend the reset password link if needed.

2. Registration Page:

- Users must be able to create a new account with a unique email and password.

3. Profile Page:

- Users should be able to edit their profile information and picture.
- Users must be able to manage their account settings, such as change password or email address.

4. Friends Page:

- Users should be able to add and remove friends.
- Users must be able to send and receive betting challenges.

5. Bet Page:

- Users should be able to see their current bets and the results.
- Users must be able to create new bets with their friends.
- Users should be able to edit and cancel existing bets.

2.2 Non-Functional Requirements

1. Reliability:

- The application should have high uptime, especially during live events or games.

2. Performance:

- The application must respond quickly to match updates and betting requests.

3. Scalability:

- The system should be able to handle an increasing number of users and bets without significant degradation in performance.

4. Usability:

- The user interface should be intuitive to navigate and easy to understand.

5. Security:

- All user data and bets must be encrypted and secured.

6. Efficiency:

- The system should be optimized for speed when processing bet updates and notifications.