

## **Betting App**

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### **Problem Statement**

Casual betting between friends is a very common, very unorganized affair. Then in this space there is a perfect opportunity for an application that could keep a ledger of the bets and the details. Unfortunately, current offerings do not allow betting on custom events or interaction with a social feed. This product will allow parties to organize and keep track of their bets, as well as be able to interact with their friends' betting.

### **Project Objectives**

- Users will be able to create and agree on bets with other users.
- Users can also keep track of the bets and approve on what material they would bet with. For example: Instead of betting with money, the parties can bet with food or drinks.
- Project is to be User-friendly and be able to connect with other people

### **Stakeholders**

- **Users:** Those who use the application to create bets with other users.
- **Customers:** Companies who pay to promote coupons.
- **Developers:** Peter Jones, Noah Smith, Siddharth Shah, Kushagra Kushagra, Kyle Ohanian
- **Project Manager:** Peter Jones
- **Owners:** Entire Team

### **Deliverables**

- Android application built with Java that allows users to create, and complete bets with other users.
- A backend using Flask hosted on Heroku
- A relational SQL database using PostgreSQL with user registration and bet contract listings
- Integrate with Venmo to allow for quick and easy payment between users
- Coupons will also be available to users from time to time to use on their betting procedures