

## Problem Definition:

To build a fully functional application to facilitate the entire betting process of a cricket tournament. The steps involved are as follows:-

- A bookie broadcasts the event on a universal channel.
- Interested bettors subscribe to the event.
- On subscribing, the bettors receives some virtual money to start off with.
- On each match day, the channel opens for betting 6 hours before the match starts and shuts an hour before.
- After each match, profits and losses are calculated based on the ratio of amount invested by a bettor on a team to the total amount of money invested by all bettors on that team.
- Finally, the updated account balance and the ranking table is sent out to all the bettors.

## MODULES:-

### Module 1- By Yash Agrawal

- Broadcasting an invite email to users.
- Creating a fixture table

### Module 2 - By Rajat Dange

- Registering users for bidding
- Storing the data into database

### Module 3 - By Rajat Dange

- Creating a UI to facilitate bidding along with validation
- Storing the bidding amount data into database

### Module 4 - By Arvind Nair

- Developing a function to calculate profits and losses.

### Module 5 - By Pranita Kadge

- Sending the final account balance to all users when match ends .