

## 6.170 Final Project - "Ibetcha"

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Meeting with mentors  
(Thursday, November 6, 2014)

### **TODO:**

1. Verify data model
2. Discuss possible threats and attacks, vulnerable aspects of the app, and external tools for ensuring web security (Google Caja)
3. Discuss the time complexity of queries and main functions of the app (check for expired milestones, reminders for pending checkoffs)

### **Progress report**

1. Team pitch - delivered
2. Discussed project concepts, added new concepts
  - 2.1. Betcher (user who makes the bet)
  - 2.2. Bet (the object representing bet, with such attributes as a creator, bounty, monitors, list of milestones (still discussing), timing details)
  - 2.3. Milestone (single time point of the bet, number of milestones defined by frequency, e.g., every day during a week, milestone - a day))
  - 2.4. Checkoff (confirmation of the milestone completion)
3. Designed the rough data model.
4. Discussed potential implementation problems for the reminder sendoff and check for expired milestones, improving the runtime by using hashtables.
5. Drafted the design doc
6. Discussed alternative focus of the app (two side money transfers, open market for bets, etc)