Acceptance Document
RiftBets, Release 1.0
3/17/17

Sprint 1

As a user I want to:

User Story   ...

Understand existing data scraping code

Understand relational database schema

Set up Laravel environment on a virtual machine

Learn the front end tools

Add match subscriptions

Sprint 2
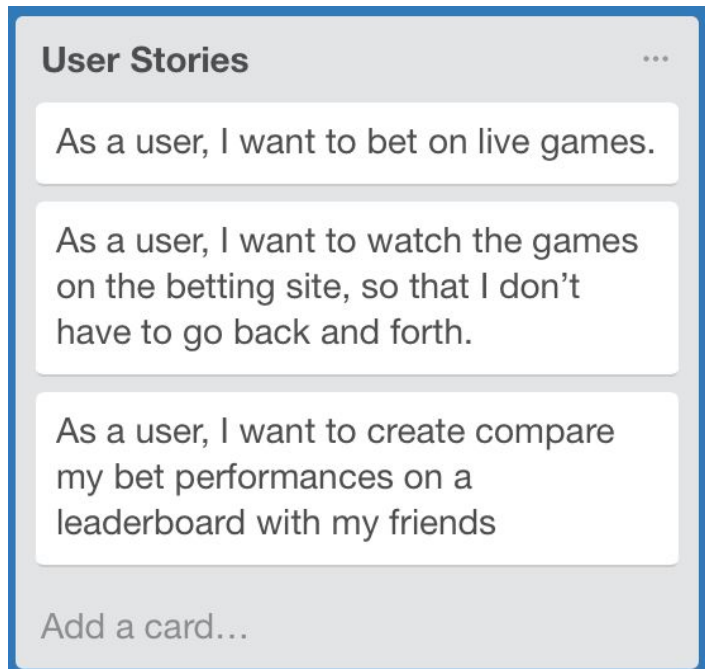
User Stories   ...

As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.

As a user, I want to get feedback on bets as soon as the game ends.

As a user, I want to bet on live games.

Add a card…

Sprint 3

User Stories ...

As a user, I want to bet on live games.

As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.

As a user, I want to create compare my bet performances on a leaderboard with my friends

Add a card...

Scenario:
1. Go to RiftBets web application (riftbets.dev)
2. Click on Schedule on top navigation bar
   a. Schedule page loads up games from current week
3. While on schedule page, user has ability to click on various games depending on which week or league is selected
4. Once a user decides on a game to watch, the app sends the user to a new page
5. Once on game display page, user can view the game via Twitch and talk to other views via Twitch chat
6. On the side there are game stats which display each player's kills, deaths, and assists as well as items they currently have.

Known Bugs:
1. Php artisan scrape:lolesports gives an error about duplicate keys. Need this command to update the database.