

Acceptance Document

RiftBets, Release 1.0

3/17/17

Scenarios

- **Sign in**
 - Go to riftbets.dev
 - Click sign in/register in top right corner of page
 - Login to facebook
 - Redirect back to riftbets.dev with facebook access token
 - See that you are logged in
- **Look at the schedule**
 - Go to riftbets.dev/schedule
 - See the schedule for all matches across all leagues
 - Click on week to filter matches in that week span (dates)
 - Click on league to filter matches in that league
- **Look at matches that finished**
 - Go to schedule
 - Filter by past (completed) week of matches
 - Click on any match that is complete
 - Load match page and see game stats on right side (champions, KDA, items, summoners, level, gold, CS, etc.)
 - Also view the match video for all completed games
 - Scroll to bottom and see recent matches for both teams in the current match and who won and when it happened

- **Place bets on future games**

- Go to schedule (riffbet.dev/schedule)
- Click on game that hasn't been played yet (future week)
- Login with facebook to access betting panel
- Fill out displayed bet card with assorted questions with credits bet and your answer
- Able to reroll (exchange and forget) your bet card (at most 3 times)
- Use your credits to place bet
- Placed bet goes to server, bet card closes and it displays current bet as pending
- See how many credits you won (multiplier * placed credits)

- **Email notifications that you can bet on the next game and on bet result**

- Go to schedule (riffbets.dev/schedule)
- Click on game that hasn't been played yet (future week)
- Bet on the next game that hasn't been played in the match
- After bet is automatically graded by server (right after game completion), check email to see a notification to check bet result
- After bet is placed, user is signed up to notifications on next games. A notification is sent to tell the user he/she can bet on the next game (10 minute window between end of last game and start of current game because we have no estimation dates for schedule rather than actual start time)
- Click on link in email to go to match page and view bet result

- **Watch live games (twitch)**

- Go to riffbets.dev/schedule
- Click on current week (current week is default)
- Click on a live match
- On match page, twitch stream is loaded to show current game
- Also twitch chat is loaded for the twitch stream
- Users logged into twitch can comment on twitch stream

- **Look at your score on the leaderboard**
 - Go to riffbets.dev/schedule
 - Click on a match in the future
 - Bet on the game and hopefully get something right
 - After bet is graded (and you get email notification) go to the leaderboards (riffbets.dev/leaderboards)
 - View your current leaderboard ranking with wins and your current rank versus facebook friends (every question on the bet card counts as one win)

Known Bugs:

- Takes a while to load page since there are a lot of network requests
- Twitch stream does not automatically align to the specific game (league)
- Scraping code mixes up teams, so we have incorrect scores on the matches in our database (for some of the matches)

Overall description:

- Go to RiftBets web application (riftbets.dev)
- Click on Schedule on top navigation bar
 - Schedule page loads up games from current week
- While on the schedule page, user has ability to click on various games depending on which week or league is selected
- Once a user decides on a game to watch, the app sends the user to a new page
- Once on game display page, user can view the game via Twitch and talk to other views via Twitch chat if game has not yet been played or is still being played, otherwise (if game has finished) instead of the chat, it will show statistics of the game which display each player's kills, deaths, and assists as well as items they currently have.
- If a game has not yet been played a bet card will show up below the stream with randomized questions as well as answer fields and the credits the user would want to use for each question.
- The user can now either reroll the card (limit of three times) to get new questions or choose their answers and submit their bet.
- After submitting bet, bet card is now shown as pending.
- After the game is completed, server will send data through websocket to notify client to refresh bet data and get completed bet data and display it.
- After bet is graded, user can look at leaderboard to compare his/her score to others!