**PROJECT: SOCCER BET SIMULATION PROGRAM PROJECT**

**PROGRAMMING LANGUAGE: PYTHON**

This program simulates the process of placing bets and user games on a sports ticket. You’ll be tasked with the duty of ensuring a user places betting games and comparing results with a view to determining if the user wins and should be credited or not.

This program you are writing assumes that a LEGENDS BET user requires no less than 200 EUROS to place a sporting bet on soccer games and create a ticket. 12 European teams are to be drawn against each other for only one round of matches. However, only 4 games can be generated per ticket.

**WHAT YOUR PROGRAM MUST ACCOMPLISH**  
Your program must be able to do or accomplish the following:

* Draw up/Generate a round of matches (6 matches in total) pairing/pitting teams against one another from these 12 European teams and display the output
* Display user’s wallet balance upon program execution and view all available matches to bet on.
* A user with a wallet balance of less than 200 EUROS should be unable to place a bet with a corresponding message to confirm this to the user. (Minimum wallet balance)
* Generate a “ live results” file (CSV or TXT) with live match results which can be used as reference
* Available sporting scenarios /odds should be created for the overall match results for all teams are – [over 1.5, over 2.5, Full-time draw and both teams to score]. Create game odds for these 4 game scenarios.
* The user must pick 4 out 6 matches to add to their sporting bet ticket or request the system pick for them.
* Betting can be made with 10 EUROS minimum, debit user wallet as appropriate and display new wallet balance per ticket games played.
* Comparing user games(ticket) with our live results file, report the final ticket status to the user as well as crediting their wallet as necessary if a win is recorded.