

Team Status Report
For the Better Betting Pool App

By Team C:
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Reporting Period: November 3, 2017 – November 10, 2017

Team meetings held Mondays and Wednesdays 2:30p.m. – 3:30p.m.
November 6 & November 8

Tasks Performed

1. Sprint 2 (user track) underway!
2. Reused Django's built-in login and sign up forms so that a user can log in or sign up for the system.
3. Spent some time reviewing some basic html as well as learning some Django template language.
4. Created a base.html template with a "Better Betting Pool" header and login/logout/signup/admin options at the top to give each page a sense of consistency.
5. Created a main page template resembling the ReTrans manual betting sheet that was handed out at the beginning of the semester. It uses tables to list game information and user standings.
6. After finding that ESPN and others charge for their API services, we found a free but limited API with weekly game information (teams playing and date/time of game) that we may be able to use for the administrator to create weekly betting sheets from, then manually fill in details like line and TV network.
7. Currently discussing best logic for saving the user's team picks once they've been selected from the main page. Will probably save the game picks into a dictionary, where the game.id identifies each pick in the dictionary, along with high-risk game choice.
8. Created a "save your picks" button for betting sheet, allowing access to the button only if administrator has marked the user as "paid" up for the week.

Anticipated Tasks

1. Get the program to save the user's picks.
2. Continue working with API mentioned above to make the administrator's job a little easier.
3. Test code as it is implemented (automated testing methods?).
4. Get functional software ready by the second sprint deadline.

Outstanding Issues

1. How to create a function in views.py to call from a template in order to save user's team picks into a dictionary.

2. Putting API game info in a list so the admin can select games for the betting sheet.
3. Outside classwork, homework, and other activities restricting the amount of time available for implementing our use cases into code.