Team Status Report
For the Better Betting Pool App

By Team C:
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Reporting Period: November 10, 2017 – November 17, 2017

Team meetings held Mondays and Wednesdays 2:30p.m. – 3:30p.m.
November 13 & November 15

Tasks Performed

1. Sprint 2 (user track) underway—here are the details…
2. Finally figured out how to make the form in the template send form info back to views.py and how to allow views.py to manage that information.
3. Program saves user's picks in a SavedPick class that keeps up with game id, player, high-risk option, and the player's pick.
4. Updated the template to take game of the week score. Then added another class for GameOfWeekScore, which keeps up with each player's "game of the week" tie-breaker score and is associated with the week number and player.
5. Did some updating on how views.py passes information to the template for rendering (to make for clearer, easier-to-read template files).
6. Added payout and rules information (from the hardcopy passed out in class) to the template.
7. App now meets the basic user requirements. However, (for now) the administrator is still responsible for entering game information each week and updating players' scores pending results of each game.

Anticipated Tasks

1. Continue working with the API to make the administrator's job of picking games for the betting sheet a little easier. Would like to create a page that lists all the games returned from the api that the admin can pick from to add to the betting sheet. Also would like to see players' scores updated automatically based on outcomes of the games.
2. Write some test cases to test code as it is implemented (automated testing methods?).

Outstanding Issues

1. Putting API game info in a list so the admin can select games for the betting sheet.
2. Outside classwork, homework, and other activities restricting the amount of time available for working with the code.