Sports Wagering Database Proposal

Team members

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GitHub URLs

Sports wagering project site

https://github.com/madelinerys/CS546-Final-Project

Sports wagering project proposal

https://github.com/madelinerys/CS546-Final-Project/blob/main/doc/ProjectProposalSportsWagering.pdf

Sports wagering database proposal (this document)

https://github.com/madelinerys/CS546-Final-Project/blob/main/doc/DatabaseProposalSportsWagering.pdf

Games collection

Each document describes a single NFL game, capturing only those few aspects of a game that are relevant to the system, such as its start date/time, and final score. An NFL season is 17 weeks with 14 games per week, so this collection for a full season would have 17 * 14 = 238 documents in it. It is essential that games be entered into this collection at least several days prior to their start time, so that bettors have a chance to bet on the game. The system will insert games into the collection in an automated fashion by either seeding the entire table all at once or by updating the collection with new games on a week-by-week basis.

Game documents are inserted with a null ascore and null hscore. A system background job is responsible for updating ascore and hscore with the game's final score.

Games schema

Field	Туре	Description	
_id	ObjectId	Mongo-generated key for the document	
away	String	designator for away (visiting) team	
home	String	designator for home team	
week	Integer	Week of the season, 1-17. NFL weeks start on Tuesday and end on Monday. As a frame of reference, 10/21/2020 is in Week 7. If you want to know, for example, what is the _currentweek_ right now_ as a frame of reference you can go to https://www.espn.com/nfl/schedule and it should default to bring up the current week.	
start	Date	Game start date and time GMT. The system will not allow bets to be placed on any game where **start** is >= current date and time. Upcoming games must be inserted into this collection at least one week prior to ```start```, so that bettors have a chance to place their wagers on the game.	
ascore	Integer	Away team final score. Null up until when the game has finished and the system has processed the final score feed.	
hscore	Integer	Home team final score. Null up until when the game has finished and the system has processed the final score feed.	

Games example document

```
{
    _id: "5f8578c116e3409b5b276d50",
    away: "TEX",
    home: "TIT",
    week: 6,
    date: "2020-10-18T17:00:00.000Z"
    ascore: 36,
    hscore: 42
}
```

Games notes

- 1. GMT is four hours ahead of EDT, and five hours ahead of EST. For example, 1:00 PM EDT is 5:00 PM GMT.
- 2. Designators for teams defined in Teams collection as Teams.abbrv.

Teams collection

A seeded reference collection to store static information for all 32 NFL teams. This collection has exactly 32 documents in it, one per team.

Teams schema

Field	Type	Description
_id	ObjectId	Mongo-generated key for the document
abbrv	String	Three-letter unique business key to enhance readability.
fran	String	Franchise name, typically locale/city/state of team.
nn	String	Team nickname

Teams example document

```
{
   _id: "5f85808c9dad05d358aae011",
   abbrev: "TIT",
   fran: "Tennessee",
   nn: "Titans"
}
```

Lines collection

Stores betting lines for each game. The system populates this collection on a week-by-week, day-by-day basis. It is updated with new lines every day or two via a background job.

Lines schema

Field	Type	Description	
_id	ObjectId	Mongo-generated key for the document	
gameid	ObjectId	_id from Games collection	
ltype	String	AML HML ASP HSP OV UN (see notes)	
num	Integer The number, the meaning of which depends on Itype; may be positive, nega		
date	Date	Effective date of the line	

Lines example document

```
{
    _id: "5f85808c9dad05d358aae00a",
    gameid: "5f8578c116e3409b5b276d50",
    ltype: "ASP",
    num: -2,
    date: "10/16/2020"
}
```

Lines notes

- 1. Itype valid values are:
 - 1. **AML** Away team money line.
 - 2. **HML** Home team money line.
 - 3. **ASP** Away team spread.
 - 4. **HSP** Home team spread.
 - 5. **OV** Over points.
 - 6. **UN** Under points.
- 2. There can be many documents for any given gameid and ltype.
- 3. For any given gameid and Itype, the current line for that gameid and Itype is the line with the most recent date.
- 4. For any given gameid and Itype, bets are always placed against the line having the most recent date, i.e., the current line.

Bets collection

Records and stores bets. Each document is a bet from a bettor aka user. The user interface is used to enter bets.

Bets schema

Field	Туре	Description	
_id	ObjectId	Mongo-generated key for the document	
bettorid	ObjectId	_id of the bettor from Bettors collection	
lineid	ObjectId	_id of the line from Lines collection	
amount	Number	Dollar amount of the bet	
pays	Number	Dollars this bet pays, or null if still live	
collects	Number	Total dollars this bet collects should bettor win; this is equal to amount + pays	
paid	Number	Dollar amount this bet paid, or null if bet is still live; may be zero indicating this be has resolved and was a loss for the bettor	
enter	Date	Time and Date of the bet	
end	Date	Time and Date the bet resolved, or null if the bet is still live	

Bets example document

```
{
    _id: "3e85908c9dad05d2589ae104",
    bettorid: "4e9441Cc9dad05d268aff018",
    lineid: "8015617daebe1773199ec12C",
    amount: 50,
    paid: null,
    enter: "10/20/2020",
    end: null
}
```

Bettors collection

These are users aka bettors that have signed up. Possibly (time permitting) seeded with 1000 bettors for demo purposes.

Bettors schema

Field	Type	Description
_id	ObjectId	Mongo-generated key for the document
username	String	
pwd	String	md5 hashed password
balance	Number	Dollar balance in account

Bettors example document

```
{
    _id: "3e85908c9dad05d2589ae104",
    username: "foghorn5",
    pwd: "d4ec6fe6cec7f63630376c0af7212a52",
    balance: 250.00
}
```

1. Surprisingly, this collection will be seeded with exactly the same 1000 people as are present in an earlier people.json lab. They all like to bet!