BETTER WITH FRIENDS APPLICATION

README FILE 1.0

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   1. **DB Structure**

**Genuine Tables:**

1. dbo.users = list of registered users (KEY = UID)
2. dbo.leagues – list of registered leagues (KEY = LID)
3. dbo.useralloc – list of leagues each user is registered to (KEY = UID)
4. dbo.betlog – list of bets submitted/unsubmitted bu the user (KEYS = UID, MID, LID)
5. dbo.matces – list of tournament’s matches (KEY = MID)
6. dbo.scorers – list of scorers (KEY = goaler\_id)
7. dbo.rules – list of scoring points (KEY = LID)

**Processed Tables:**

1. dbo.scores processing – points gained by each UID, per MID, LID (KEY = UID)
2. dbo.points – calculation of points per user per league (KEY = UID)
   1. **Servers Structure**

**Backend:**

Linux server based

Flask service

Runs Python APP based (Lambda / Django / Bootstrap / jQuery)

\* Operates serverless (?)

**Frontend:**

Web server to host the website client

* WAMP / LAMP (incl. Apache HTTP Service)
* DNS

1. **General App (“better\_APP”)**
   1. **GET/POST fetch from FE**
      1. Registration
         1. @app.route('/form\_register', methods=['POST'])
         2. Returns the newly created UID (=success) / Error
      2. Login
         1. @app.route('/form-login',methods=['POST'])
         2. Returns the user’s UID (=success) / Error
      3. Pull Bets
         1. @app.route('/pull-bets', methods=['GET'])
         2. Returns the user bets per the requested MIDs (=success)
      4. Submit Bets
         1. @app.route('/submit-bet',methods=['POST'])
         2. Returns Success / Error
   2. **Executing “better\_DBsync” function in cycle with defined frequency per request for information**
2. **DB management module (“better\_DBsync”)**
   1. **GET fetch from data provider**
      1. Matches update
      2. Standing’s update
      3. Scorers update
   2. **Sync DB tables with updated data**
      1. Sync matches
      2. Sync Standings
      3. Sync Scorers
3. **Database tables**
   1. **Definitions and abbreviations:**

u\_ - attribute related to a USER

t\_ - attribute related to a TEAM

m\_ - attribute related to a MATCH

p\_ - attribute related to a PLAYER

* 1. **Tables**
     1. Dbo.betlog

{UID, MID, LID, m\_type, log\_time, m\_time, m\_hteam, m\_ateam, m\_hscore, m\_ascore, m\_outcome, m\_winner, WC\_winner\_TID, goaler\_PID}

List of bets per user, per league, per match + bets on winner and goaler

* + 1. Dbo.leagues

{LID, leaguname, pay\_url}

Managed Manually by DBA

* + 1. Dbo.matches

{MID, m\_type, m\_status, m\_start, m\_hteam, m\_ateam, m\_hscore, m\_ascore, m\_outcome, m\_winner}

* + 1. Dbo.points

{UID, LID, u\_points}

The points each user gains per league he is allocated to

* + 1. Dbo.scores

{UID, LID, result\_type, MID, outcome\_points, perfect\_points, goal\_points, qual\_points, winner\_points, total\_points}

* + 1. Dbo.rules

{LID, toto\_gs, perf\_gs, toto\_ko, perf\_ko, qual1\_8, qual1\_4, qual1\_2, qual\_final, goal, winner\_org)

Each item stores the accredited score per winning bet, by LID)

* + 1. Dbo.scorers

{PID, p\_name, p\_goals, p\_image, TID}

Player ID of scorers, with his attributes including his Team ID)

* + 1. Dbo.standings

{goupi\_id, t\_rank, TID, t\_name, t\_logo, t\_points, t\_played, t\_wins,t\_draws, t\_loses. t\_goals\_diff}

All teams with their allocated group and rank in the group

* + 1. Dbo.useralloc

{UID, primary\_LID, secondary\_LID, other\_LID}

Every user can be registered to up to 3 leagues

Managed Manually by DBA

* + 1. Dbo.users

{UID, u\_mail, u\_name, u\_pass, u\_paid}

List of registered users. Each user gets UID upon registration.

u\_paid – will be Managed Manually by DBA to be filled with True/False once user paid fee

* 1. **Attributes**

|  |  |  |
| --- | --- | --- |
| **Attribute** | **Description** | **Tables** |
| UID | Unique User ID. Auto generated upon registration | Dbo.betlog  Dbo.points  Dbo.useralloc  Dbo.users |
| MID | Unique Match ID – assigned by data provider to each match | Dbo.betlog  Dbo.matches |
| LID | Unique league ID, manulally created to every league in the system | Dbo.betlog  Dbo.points  Dbo.rules |
| TID | Unique team ID – assigned by data provider to each team | Dbo.scorers  Dbo.standings |
| PID | Unique player ID – assigned by data provider to each player | Dbo.scorers |
| m\_type | Match type – group stage, knock out (maybe KO phase) | Dbo.betlog  Dbo.matches |
| log\_time | Timestamp of submitted bet | Dbo.betlog |
| m\_time | Match start time | Dbo.betlog  Dbo.matches |
| m\_status | Status of the match (not started / live / ended) | Dbo.matches |
| m\_hteam | Match home team | Dbo.betlog  Dbo.matches |
| m\_ateam | Match away team | Dbo.betlog  Dbo.matches |
| m\_hscore | Match home score | Dbo.betlog  Dbo.matches |
| m\_ascore | Match away score | Dbo.betlog  Dbo.matches |
| m\_outcome | Match result after 90 minutes (1/2/3) | Dbo.betlog  Dbo.matches |
| m\_winner | Match qualifier (1/2) – for KO phase only | Dbo.betlog  Dbo.matches |
| u\_winner\_TID | Original bet on tournament winner | Dbo.betlog |
| u\_goaler\_PID | Original bet on tournament goaler | Dbo.betlog |
| leaguename | Name of each league created | Dbo.leagues |
| pay\_url | URL for shared safe for payment (paybox / paypla ETC.) | Dbo.leagues |
| u\_points | Points gained by user in each league | Dbo.points |
| toto\_gs | Score gained for correct outcome in GS | Dbo.rules |
| perf\_gs | Score gained for perfect result in GS | Dbo.rules |
| toto\_ko | Score gained for correct outcome in KO | Dbo.rules |
| perf\_ko | Score gained for perfect result in KO | Dbo.rules |
| qual1\_8 | Score gained for correct qualifier to 1/8 | Dbo.rules |
| qual1\_4 | Score gained for correct qualifier to 1/4 | Dbo.rules |
| qual1\_2 | Score gained for correct qualifier to 1/2 | Dbo.rules |
| qual\_final | Score gained for correct qualifier to final | Dbo.rules |
| goal | Score gained for each goal of goaler | Dbo.rules |
| winner\_org | Score gained for correct tournament winner | Dbo.rules |
| p\_name | Player name – assigned by data provider to each player | Dbo.scorers |
| p\_goals | Player goals – assigned by data provider to each player | Dbo.scorers |
| p\_image | Player image URL– assigned by data provider to each player | Dbo.scorers |
| group\_id | Group Stage group ID (A/B/C/D…) | Dbo.standings |
| t\_rank | Team rank within the group (1-4) | Dbo.standings |
| t\_name | Team name | Dbo.standings |
| t\_logo | Team logo URL | Dbo.standings |
| t\_points | Team points (0-9) | Dbo.standings |
| t\_played | Team played matches (1-3) | Dbo.standings |
| t\_wins | Team wins (1-3) | Dbo.standings |
| t\_draws | Team draws (1-3) | Dbo.standings |
| t\_loses | Team loses (1-3) | Dbo.standings |
| t\_goals\_diff | Teams’ goal difference | Dbo.standings |
| primary\_LID | Primary league ID of user (first allocated) | Dbo.useralloc |
| secondary\_LID | Secondary league ID of user | Dbo.useralloc |
| other\_LID | Third league ID of user | Dbo.useralloc |
| u\_mail | User’s registered Email | Dbo.users |
| u\_name | User’s registered name | Dbo.users |
| u\_pass | User’s registered password | Dbo.users |
| u\_paid | User payment status (y/n) | Dbo.users |
| result\_type | Event related points (GS / KO / qual / goal / winner) |  |
| outcome\_points |  |  |
| perfect\_points |  |  |
| goal\_points |  |  |
| qual\_points |  |  |
| winner\_points |  |  |
| total\_points |  |  |

1. **Config file**
   1. **Headers Variable**
   2. **Season Parameters class**
   3. **DB Parameters class**
   4. **Rules Parameters class**
   5. **Sync time class**
   6. **“db\_put” function**
   7. **“db\_pull\_val” function**
   8. **“db\_pull\_list”**
2. **FE**
   1. Always use UID for every session
   2. When choosing WC winner and goaler – must be with autocomplete, and eventually submit TID and PID
   3. Submit results JSON Structure:

{“results”:

{

“UID”: \_\_\_\_\_\_

“LID”: \_\_\_\_\_\_

“bets”:

{

“u\_winner”: \_\_\_\_\_\_ (TID)

“u\_goaler”: \_\_\_\_\_\_ (PID)

}

“matches”: [

{

“match”: {

“match\_id”: \_\_\_\_\_

“match\_type” : \_\_\_\_\_ (GS/KO)

“home\_score”: \_\_\_\_\_

“away\_score”: \_\_\_\_\_

“m\_outcome”:\_\_\_\_\_ (1/2/3)

“m\_winner”:\_\_\_\_\_\_ (1/2, KO only)

}

{

“match”: {

“match\_id”: \_\_\_\_\_

“match\_type” : \_\_\_\_\_ (GS/KO)

“home\_score”: \_\_\_\_\_

“away\_score”: \_\_\_\_\_

“m\_outcome”:\_\_\_\_\_ (1/2/3)

“m\_winner”:\_\_\_\_\_\_ (1/2, KO only)

}

…

}