9 Men Out

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Our Project

- Peer-to-peer sports betting app using points as currency
- Users set up bets based on chosen or given odds, and other users can search for and accept these bets
- Points distributed based on the winner and odds
- Global + friend specific leaderboards to compare to others

Sprint Backlog

- Focus on creating a base layer for the project
- Two key parts of the app: users and bets
- Sprint 1 was focused on users - creation, how they use the app, etc.
- The database was the most important feature from this sprint

Allow users to login
Allow new users to create an account
Create a homepage for users that lead to various pages
Allow users to view their profile from the homepage
Establish a database for the app

Sprint Reflection

- Main Challenges
  - Database implementation was harder than we anticipated + took longer than expected
  - Estimating time for stories was and is very hard especially in a new environment
  - Balancing workloads when we can't accurately estimate time amounts
- What went well:
  - Implemented what we planned on implementing
  - Follow scrum 'plan to do' notes
- Plan for improvement:
  - More frequent commits
  - More accurate workload spread now that we have a better idea of how long a story would take

Live Demo