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/the over under, 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

- Worked on adding core functionality
- Focused on betting
  - Used API for retrieving game info and betting odds, placing bets based off of those games, accepting bets, viewing your bets
- Worked on social features
  - Adding and accepting friends

As a user, view my bets
Allow users to search for bets
Allow users to accept bets that others have asked
Allow users to add friends (by ID for groups/unique friend bets)
Allow users to create bets

Sprint Reflection

- Main Challenges
  - Finalizing database schema
  - Android Studio peculiarities
- What went well:
  - Resolved issues we had in sprint 1
  - Accomplished what we set out to do at the beginning of the sprint
- Plan for improvement:
  - Fleshing out stories prior to working on them
  - Individual testing before merging into master

Sprint Three Goals

- Leaderboards
  - Establish a leaderboard based off of points earned
  - Allow users to see where they rank and search for other users are ranked
- Paying out bets
  - Use the API to get final scores for games and update who won and distribute points out to the winners
- Bet Features
  - Send bets requests to specific friends/users where you can edit the odds to whatever you want
- UI Updates
  - Find a way to make the UI cleaner

Live Demo