

Assignment 1

Hópur 24:

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1.5 Vision statement

- **For** people interested in making simple bets with their friends
- **Who** want to bet on some event in their lives
- **The** peer to peer betting system
- **Is** a betting application
- **That** will allow users to place bets against each other
 - In the application the users can choose any event they like and choose fitting odds on their own
 - The system can make any thing have stakes and be exciting
- **unlike** betting with your friends in person with unclear odds and amounts betted that are easy to avoid paying.
- **Out product** will force the bet to be settled and users to pay up. And also you can choose your own odds easily in a easy to use, kid friendly application that keeps track of all your bets.

1.4 Success metrics

We can measure success, by seeing how many bets have been sent. How many more bets are sent this week and the last, how much users are betting. The development of bets through time

2.1 Major features

Major features:

1. The user is able to create an account with the service.
2. Sending a bet to another user with odds, amount, name of bet and the date and time the bet should be settled. (and if the bet should be public or not)

3. The other user receives the bet, the odds and amount and he can send a counter offer to the first user.
4. User page to keep track of your active and previous bets.
5. A page that list all public bets in progress where users can spectate other people bets.

2.2 Scope of initial release

The ability to create an account and send a bet and send to another user.

The ability to see active bets and previous bets.

Use cases:

The user is able to create an account with the service.

User opens the application and navigates to the signup page. He writes his information in the correct places and signs up. He get redirected to the login page where he logs in.

Sending a bet to another user with odds, amount, name of bet and the date and time the bet should be settled. (and if the bet should be public or not)

Two users want to make a bet. One of them, opens up the application and makes a bet. The application ask the user for name of the bet, amount, odds and time and data the bet should be settled. The user chooses the other user to send it to and sends the bet.

The other user receives the bet, the odds and amount and he can send a counter offer to the first user.

The user opens the application and sees that he has a bet sent to him. He opens the bet and sees the odds, amount, date and time the bet should be settled. He sends a counter offer with new odds and new amount. He sends the counter to the other user for review.

User page to keep track of your active and previous bets.

A user has forgotten the details of a bet. He goes to his home page. The app redirects him to a page where all his bets are listed. He then scrolls through them and clicks on the bet he was looking for. The app then opens a page listing the details of that bet.