**Question 1. Create the data model to support a new social betting application**

* The idea is that friends and/or family create their own social competitions and contribute an equal ‘bet’.  This could be either a one off payment or a regular instalment.
* Once a user creates their ‘account’, they will create a ‘competition’ and will then invite their friends or family to join it.
* Each competition can be aligned to a different sport, although so far only **football premiership** games are in-scope.
* Players must predict the correct **winner** for game and the players with the best results at the end of the competition are awarded a prize (a ratio of the overall invested money).
* The company intends to generate revenue by charging a 1% fee (on the total prize money per competition).

In year one; no money will change hands – players will play for pride only. Our idea is we’ll test the concept and garner feedback before marketing the application and adding the prize money and fee-generating features.

**Draw the data-model** to support the application; focusing on these objects (feel free to add others if you think they’d be helpful).

* User
* Player
* Competition
* Team
* Game
* Player Prediction

**Question 2. Discuss …**

* From a business perspective, what are the largest challenges and/or risks?
* From an end user perspective, what features would most be required to make the application popular and successful?
* You have one month to get the application live (the season start date cannot be changed). Outline the high-level key activities and their timings required to achieve a one-month deadline, and identify which items you’d do first.