

FOOTBALL MATCH PREDICTION WEB APPLICATION - SURETHING

MARINA SHCHUKINA



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Supervisor Dr. Robert McDermott, Dr. Richard Glassey

Abstract

The aim of the project is to build a web application simulating the football betting experience and addressing two main issues. Firstly, filling an existing void for a system that makes football match prediction customizable and transparent to the user. For each upcoming match, the application will provide the user with an overall probability of either of the two teams winning the match based on the current football statistics and expressed in percentage. The user would then be able to influence this probability value by adjusting the weights for each of the several factors that contributed to that result. Depending on the values of the weights, prediction may be different for different users. In the long run, users of the web application would be able to create their own "betting system" by constantly re-adjusting the default prediction weights and hopefully coming up with a set of weights that works the best. Secondly, allowing the users to analyse their past performance and compare their results and prediction weights with the other users of the application.

The stated above would be achieved by taking several steps. First, the background research will be carried out. On completion of the research, current similar websites will be researched and a set of requirements will be created to assess users needs. After that a layout and overall design of the application will be produced, as well as the desired behavior of its features. Once the prototyping is completed, the main project deliverable, i.e. working web application will be developed and thoroughly tested.

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Dr. Roger McDermott for his support and guidance in this project Dr. Richard Glassey for his initial help and valueable advice My husband Murray and baby daughter Scarlett for their support and patience.

Declaration

I confirm that the work contained in this BSc (Hons) project report has been composed solely by myself and has not been accepted in any previous application for a degree. All sources of information have been specifically acknowledged and all verbatim extracts are distinguished by quotation marks.

Signed

Date

Marina Shchukina

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Contents

Chapter 1

Introduction

A short paragraph introducing the topic the chapter examines.

1.1 Background

A number of pages about the background of the project.

1.2 About this Thesis

This is the thesis of *Insert Full Name Here*, submitted as part of the requirements for the degree of MSc Computing: Software Technology at the School of Computing, Robert Gordon University, Scotland.

A number of paragraphs detailing the main expectations of this body of work.

1.3 Problem Areas

The main challenges associated with the project are:

1.4 Report Structure

A short conclusion summarising the chapter.

Chapter 2

Background studies and objectives

In this chapter the background of the project will be discussed. The chapter will take the reader through the history of sports betting with a particular focus on online gambling. The primary and the extended objectives of the project will be outlined and the professional considerations will be addressed.

!!!For this chapter put lots of references (especially in the BG subchapter)

2.1 History And General Information

Gambling is nothing new. Since time began, people have been betting on the outcome of an event, be that the victor in a gladiator competition, the winning team in a football match, or the first horse past the finishing post.

2.2 Objectives

People have always been interested in games with the element of luck and therefore gambling is one of the oldest forms of entertainment of mankind. The rise of the Internet and mobile devices has made remote gambling more available for a wide variety of users. The reason for that could be that Internet applications and websites can be easily accessed 24/7. Amongst the most popular types of online gambling can be found card games, dice games, electronic games (such as poker), betting on sporting events, etc. Sports betting is no longer associated solely with horse racing. Among all types of sports gambling, football gambling is a leading industry with a share about 70%. When it comes to any sports betting (football betting included), the user is trying to predict the result of the event and placing the money on the outcome. This prediction can be made based on a hunch or by using logic

and domain knowledge, in a lot of cases by both combined. Naturally, this gave rise to a variety of betting software systems that are attempting to predict the next match result. Most of the time those betting systems work as a black box not allowing the user to influence the prediction output and preventing the user from understanding the exact logic used inside the system. Football bettor can have various strategies when making a betting decision. As mentioned above, the user can buy a prediction software and simply follow the tips suggested by that system. Another option is to make a decision influenced by the opinion of the other tipsters, experts opinions or rumours. However, if the aim is to achieve sustainable profit (or minimise the loss from betting) , most experienced bettors would ignore betting tips and predictions of others and go for the pure facts trying to make their own prediction. To make this happen, the bettor has to aggregate several pieces of information from various sources. This action has to be repeated for every single match. From my experience, the necessity to repeat an action many times could lead to a creation of interesting software solutions. That is how I got inspired to create an application that would aggregate this information for the user and therefore act as an interactive decision supporting system.

2.2.1 Primary Objectives

The purpose of my final year project is to create a web application that can help users to predict football match results and make profitable bets. There are many similar websites and applications. However, I think my application is different from the other ones. The key feature of the app is the fact that the prediction output is transparent to the user and can be easily adjusted and customised.

2.2.2 Extended Objectives

Hello!!

The purpose of my final year project is to create a web application that can help users to predict football match results and make profitable bets. There are many similar websites and applications. However, I think my application is different from the other ones. The key feature of the app is the fact that the prediction output is transparent to the user and can be easily adjusted and customised.

2.3 Problem Specification

2.3.1 Limitations and Evaluations

Hello!!

2.4 Social, legal and ethical issues

Legal Finding free API for a newly created betting application may become a non-trivial task. Therefore, I am considering using web scraping as one of the options to load most recent football data into the system. It can be said that there is a fine line between collecting information using the web scraping technique and stealing it. Most of the websites have a copyright disclosure defining the rules for the use of the information they provide. Thus, I will carefully read the disclosure statements and follow them along legally and ethically.

Ethical Due to the nature of the application it is inevitable that it will store some basic user data in its database. The application must take all the necessary precautions to protect the stored data and sensitive information. The application will not disclose personal data of its users to any third parties.

Social There are several advantages of using the application for a rational bettor. First, the use of it will hopefully lead to more profitable football betting and also reduce the amount of thoughtless bets. Secondly, the use of application will save time spent on gathering information before making a betting decision.

Professional Although the main aim of the application is to provide transparent prediction to the user, there is still certain amount of calculation happening in the background. I assume that user will trust the betting system when making a betting decision. Therefore ensuring the accuracy of the calculations and providing good test coverage is a very important part of the application development.

Hello!! a wee summary: what we discussed in this chapter In this chapter we discussed the history. I also introduced the objectives of this paper and lined up several use cases making clear for the user how the application is going to work.

In general, the application is not aimed to promote gambling. Moreover, it supports a more sensible and measured approach to football betting. In this chapter we discussed(the main conclusion for the chapter)

Chapter 3

Requirement Analysis

Before designing a piece of software, it is important to have a good understanding of the project requirements. In this chapter a number of functional and non-functional requirements will be listed covering all the aspects of the future web application.

3.1 Target Audience

The intended users of the application will be people with interest in football. More specifically, people interested in predictions of football results and football betting. With this in mind, the age range of potential users will be 18 and up.

3.2 Target Audience Questionnaire

The target audience research aims to gather information on how... Due to the spread of target users, an electronic questionnaire was used to collect the results. A full break down of the questions asked and the answers received can be found in the appendices, reference X.

3.3 Researching the Potential competitors

Before gathering the project requirements, it is good practice to conduct research on what current websites are already available to football fans with interest in betting. The research can be a source of inspiration and could also help to avoid potential design mistakes. During the analysis, it is important to attempt to understand the main purpose of the analysed websites, as well as the way they present

information to the user and communicate with them.

This section is concerned with websites that can be useful for predicting football results. In our context, these are the various online sources of information a football punter would turn to before making a betting decision unless the decision is based solely on intuition. In general, several different types of such websites can be found online, namely:

1. Sports news websites
2. Football statistics websites
3. Bookmakers websites
4. Communities
5. "Black-box" prediction applications

This section of the report looks at one or two examples of each of the categories presented above, analysing the weak and strong points of the chosen website and discussing usefulness of the whole category from the point of view of a football punter.

3.3.1 Sports news websites

This category represents football news websites. Into this category fall both general sports websites with a football section and football news websites, such as:

- BBC Sport - <http://www.bbc.co.uk/sport>
- The Guardian Sport News - <http://www.theguardian.com/uk/sport>
- Sky Sports - <http://www.skysports.com/>
- The Times Sport section - <http://www.thetimes.co.uk>
- Football365.com - <http://www.football365.com>
- Goal.com - <http://www.goal.com>

The sports news websites aim to present the news alongside the essential football statistics. The information is usually not as detailed as on the football stats websites, however the very latest football news compensates for this drawback. Each of the *news* websites named above (BBC News, The Guardian, Sky Sports) have a football section that presents the reader with the combination of football news and stats. One of the most popular football news websites is BBC Sport Football.

3.3.1.1 BBC Sport Football

BBC Sport Football is a brilliant news website. It offers a very neat and simple interface and does not overwhelm the reader with irrelevant graphics. Although, it almost looks too minimalistic, the user can still get all the most important information about football teams and players. The website provides automatically updated live scores across all featured football leagues.

BBC Sport has a very impressive news coverage of both major and minor British football leagues, as well as the main European leagues. It can also take pride in high quality writers (journalists) contributing to the website. An interesting feature is videos embedded in the webpage.

As already mentioned above, the main drawback is that the stats are kept to a bare minimum. This can be a problem for a serious football fan that wants to analyse the details of the game from all possible angles. However, for the purpose of a punter this level of statistics should be sufficient.

The screenshot displays the BBC Sport Football website interface. At the top, there's a navigation bar with links for News, Sport, Weather, iPlayer, TV, Radio, and a search bar. Below this, a yellow banner reads 'SPORT FOOTBALL'. A secondary navigation bar lists various sports: Home, Football, Formula 1, Cricket, Rugby U, Rugby L, Tennis, Golf, Athletics, and an 'All Sport' menu icon. The main content area is titled 'European Football > Champions League > Groups & Schedule' and includes links for Results, Fixtures, Live Scores, All Teams, and Leagues & Cups.

The featured match is Paris St Germain (PSG) vs Chelsea, which ended in a 1-1 draw. The score is displayed in a large box with the goal scorers: Cavani (54') for PSG and Ivanovic (36') for Chelsea. The match was played on 17 February 2015 at 22:21. Below the score, there's a photo of a goal being scored. To the right, under 'Top Picks', there are links to 'Reaction: PSG 1-1 Chelsea' and 'I am the headmaster now - Sherwood'. Below that, 'Sportsday - rolling sports news' is also listed.

Under 'Featured in this story', there are links to 'Football on the BBC', 'World Football Podcast', 'Match of the Day Facebook', 'Match of the Day Twitter', 'BBC Sport Facebook', 'BBC Sport Twitter', 'Uefa', and 'Uefa Champions League'.

A 'Latest Football' section at the bottom indicates the page was last updated on 17 Feb 2015 UK. Below this, a 'PREVIOUS RESULTS' section shows the match: TUE 17 FEB 2015 - CHAMPIONS LEAGUE, Paris St G 1 - 1 Chelsea, with a 'FT' (Full Time) status.

Figure 3.1: BBC Sport - Football section

3.3.2 Football statistics websites

There can be found a large selection of football statistics websites focusing on detailed stats and analysis on football matches, teams and players. These are some examples of websites in this category:

- WhoScored - <http://www.whoscored.com>
- Squawka - <http://www.squawka.com>
- WhoIsInjured - <http://whoisinjured.com>

3.3.2.1 WhoScored

Among all the football stats websites I have analysed, WhoScored is one of the most impressive ones. It has a lot of statistics, but most of it seems to be quite relevant. The website is extremely well designed, and its navigation is intuitive. WhoScored offers statistics and deep analysis on the major European divisions, as well as providing data on over 500 leagues and 15,000 teams. As to the data source, the website is supported by Opta, the largest and a very reliable live sports data company that stands behind BBC Sport, Sky Sports and other significant UK sports news providers.

The way "WhoScored" presents information on particular matches, both upcoming and played, is detailed while being uncluttered, which makes it both very useful and easy to use. This is definitely an aim of this particular project and I will be using a similar format when designing the website.

3.3.2.2 Squawka

Squawka is another website worth looking at.

















Upcoming Fixtures				
Show Fixtures and Results in : English Barclays Premier League for : Season 2014/2015				
Displaying 1-30 of 130 1 2 3 4 5 Next » Last »				
Teams	TV Channel	League	Kick Off	
 Villa vs  Stoke		Premier League	15:00 on 21st February 2015	Set Reminder >
 Chelsea vs  Burnley		Premier League	15:00 on 21st February 2015	Set Reminder >
 Palace vs  Arsenal		Premier League	15:00 on 21st February 2015	Set Reminder >
 Hull City vs  QPR		Premier League	15:00 on 21st February 2015	Set Reminder >
 S'land vs  WBA		Premier League	15:00 on 21st February 2015	Set Reminder >
 Swansea vs  Man Utd		Premier League	15:00 on 21st February 2015	Set Reminder >
 Man City vs  Newcastle		Premier League	17:30 on 21st February 2015	Set Reminder >
 Spurs vs  West Ham		Premier League	12:00 on 22nd February 2015	Set Reminder >

Figure 3.2: Squawka

It is an application for football fans that uses real-time data visualisations to explain the game. The main idea behind it is to show users the live stats as the game is being played.

From a visual point of view, Squawka has a nicely designed, pleasant interface. However, it is a little bit heavy on the client-side (Javascript), which contributes to sometimes slow performance. Another downside of the website is an extensive amount of adverts that distracts the user from the main content.

3.3.3 Bookmakers Websites

With the arrival of the Internet many existing bookmakers opened up web based operations to complement their existing business. Within short period of time online sports became very popular with punters all around the world. Most online bookmakers contain high quality sports statistics that aims to support users' betting decisions.

Names like Ladbrokes, Bet365, Williamhill are probably one of the most popular bookmakers online.

- Paddy Power <http://www.paddypower.com/bet>
- Ladbrokes <http://betting.ladbrokes.com/en/football-betting>
- Bet365 <http://www.bet365.com>
- WilliamHill <http://sports.williamhill.com/bet/en-gb/betting/y/5/Football.html>

3.3.3.1 Bet365

According to the (author?) [1], "Bet 365 Group Limited, is a United Kingdom based gambling company. Bet365 is one of the worlds leading online gambling groups with over 14 million customers in two hundred countries". In my opinion, Bet365 is one of the nicest websites among bookmakers. The website is very well structured, it has intuitive, user-friendly navigation and is easy to use. Bet365 offers a free live streaming service and an impressive coverage of live sports statistics.

3.3.4 Communities

Communities is a category of websites with an interesting idea behind it. These websites are specialised social networks for sports fans and punters. So far, websites of this type are not extremely popular, maybe because gambling is more of an individual pursuit.

Many of the features of websites in this category, such as experts tips, users' comments, forums, can be very useful from a punter's perspective, especially when dealing with a league you are not overly familiar with. I have analysed three websites in this category.

- OLGB Betting Community - <http://www.olgb.com>
- Vital Football News and Fans community - <http://www.vitalfootball.co.uk>
- Punters Lounge - <http://www.punterslounge.com/>

OLGB is a friendly community for punters with many interesting features and tools. It will be analysed in more detail in a separate subsection below. Vital Football is an Internet sports network website. It has individual site for every football club from the Premier League and the Football League in England and the Scottish Premier League with each "club site" having their home page, own editors and a forum. Punters Lounge is a "betting and poker community". Its most interesting feature is a forum for sports punters. The website also offers free betting advice tips, live sports streaming and odds comparison.

3.3.5 OLGB Betting Community

OLGB community market themselves as a website for punters who share their expertise and work together to maximise their betting profit, so it is very relevant to this project. OLGB has a wide variety of features and tools. However, real punters' opinion and tips is the main focus of this website. For example, the user can navigate to an upcoming event page on OLGB website (in the section "free tips") and check how many other users predicted either team to win. Users' choice is usually justified with an comment. For each option OLGB suggests the best odds from one of the most popular bookies. This saves user the trouble of going to a website like OddsChecker[?] to compare the odds. The comments feature is very interesting and it can be applied as an "optional requirement" for this project.

OLBG also runs a virtual betting game (tipster competition) where users can "bet" virtual money on real betting events. The tipsters in the top 100 of the tables for each sport each month receive a real money prize. Users of the website can also see a leaderboard of the most successful tipsters. The leaderboard contains information on the amount of tips made within certain period of time, LSP (Level Strike Profit), ROI (Return on Investment) for each tipster. The virtual betting feature is very relevant to this project. A simplified version of the leaderboard could also be implemented.

OLGB has more to offer. It is a punter's paradise in a way. For example, there is a betting forum, betting blogs section, betting school and much more. The community website has a tight connection to several popular bookmaker websites. For example, it offers a tool to help users to compare bookmakers websites. It also promotes free bets and various "bookies" promotions.

The website has also several drawbacks. Firstly, the interface looks a little outdated and it takes a

while to find your way through the complicated and rather confusing navigation. Secondly, the "Help" section does only answers some questions and can be slightly disorientating for a new user.

3.3.6 Black-box prediction applications

These are betting applications that are being marketed as systems that can predict the outcome of a football match using their own unique statistical models and calculations. Known as black-box systems, these applications avoid sharing the exact logic used inside the system with the user. The punter subscribes to a betting system online and simply follows its suggestions, for example, estimated outcome of a football match, overestimated events that the user should bet on, etc. These are the example apps in this category:

- Math Betting - <https://apps.betfair.com/trading/mathbetting/>
- Footbee - <http://footbe.net/en/>
- Vitibet - <http://www.vitibet.com/>
- Forebet.com - Mathematical Prediction <http://www.forebet.com/en/>

When paying for the subscription for a black-box betting application, the users assume that they are gaining access to a smart system created by football experts. Additionally, there is an expectation that the application has complicated statistical models and calculation analysing a large database of football statistics behind each betting tip. The users also hope that they are paying for a *secret* betting system that is known to and is used by only limited number of other punters. Summing up, a black-box system application sounds like an easy way to sustainable profit. Unfortunately, this does not have to be the case.

First of all, the complexity of a betting system does not necessarily correlate with its profitability. The logic behind a successful betting system can be relatively simple and would still work. Secondly, in order to predict a football match result, it might be enough to analyse only relatively recent events (for example last 6 matches, recent players' performance, etc.), without having to perform computations on large set of historic football data. This is due to the fact that over time many various factors can cause change in team performance. Therefore, analysing data from several months ago would not help the punter to make more precise prediction. (put reference to the article!!!)

3.3.7 Conclusion

After having analysed the above websites, I came to the following conclusion. A well-chosen combination of several websites would definitely be able to provide enough information to make a thoughtful betting decision.

Many punters have their own football betting system (betting strategy). Although even the best system cannot guarantee success, it can greatly increase the prospects of making a profitable bet. Therefore, before making a prediction, such a punter will conduct a little research each time. The aim of such research would be to make note of the relevant statistics for the teams involved in the game (depending on the "input variables" of the betting system), for example previous results for both teams, their performance at home and away, players statistics (injuries, suspensions, transfers), recent change of team managers, etc. The problem is that many football stats websites offer way too detailed information for this purpose, therefore the relevant stats needs to be "hand-picked" from several sources for each match.

The application will attempt to put all the relevant statistics in one place and break the information down into logical "prediction modules". In addition, the application will enable users to pick the input variables and assign them a weight of user's choice, representing the importance of the input variable for the match results prediction.

3.4 Requirements

Computer Systems life cycle consists of five phases: Requirements and Analysis, Design, Implementation, Testing and Evolution. Then, after Evolution, the cycle can start again with an additional set of requirements. Therefore, the Requirements analysis is a crucial part of the project and the cornerstone of the software development life cycle. Requirements analysis involves gathering information in order to meet customer needs and defining what the future application is expected to do. This phase is especially important in the real world environment, when developing an application for a customer. In this case, clarifying the requirements in the early stages of the project would help to ensure that both sides understand and agree on the feature set of the future application.

Although it is not very likely that requirements for this project will change during the development process, defining requirements can be very beneficial. The detailed requirements analysis will aid understanding how different parts of the project are expected to interact with each other, as well as how the application will communicate with its users.

For better transparency project requirements have been split into functional and non-functional requirements.

Before outlining project requirements, I would like to start with some definitions relevant to the whole project.

3.4.1 Definitions

Application Football League - in order to reduce unnecessary complexity at this stage of the project, the application will be only supporting one league (Premier Barclays League).

Matches Overview a list of upcoming and played matches presented on the main page of the application

Dashboard - an interface available to authorised users, containing a list of played ("archived") and upcoming matches saved by the user

Prediction Module my own term, standing for blocks of football statistics for each of the playing teams (for example, league position), that are evaluated against each other and based on the result of such evaluation, a match prediction (in favour of one of the teams) is made. Application calculates "prediction value" for each of the modules.

Match Result Prediction - to calculate a match result prediction, each prediction value is first multiplied by its weight. The weights would be different for each user unless default system settings are being used). Then, all of the weighted values are added together and based on this value a prediction is made.

Default System Settings - application has a set of default weights for each prediction module. These weights are used in the prediction calculation by default.

Default User Settings - each user of the application can save a set of prediction weights that are different from the default system settings. From the moment these weight are saved, they will be used by default for each match committed by the user.

Match Specific Prediction Settings - each user of the application can also save a set of prediction settings specific for only one match.

Match result - "Home Win" in case of the win of the hometeam, "Away Win" in case of the win of the awayteam, "Draw" for the draw

3.4.2 Functional Requirements

Functional requirements describe the behaviour of the application in terms of its functionality. These are the "must have" functions of the application addressing the business targets that application must satisfy. Good functional requirements must be concise, complete and unambiguous.

In order to add structure to the design and development process, the project has been broken down into high level features of the future application. The functional requirements are grouped by the functionality related to these features.

3.4.2.1 General Web Application Requirements

These are the requirements related to the basic functionality of the web application, such as account registration, login and account management.

- The application should allow users to register and create a new account with the application
- User will be able to register using a standard web form
- For the registration purposes user will provide a valid email address and a password
- User will confirm a password in a separate input field
- After a successful registration application will send an email containing a confirmation link to the user
- On a successful confirmation of an email address, user will be successfully registered
- In case of any technical problems with the initial confirmation email, the application will be able to issue a new email and send it to users on their request
- The application should allow users to sign into their accounts using a standard web form
- When signing in, user should provide valid credentials, otherwise an application will throw a validation error
- The application will allow users to manage their account by changing personal information (for example, location, favourite football team)
- The application will allow users to change the email address associated with their account
- The application will provide an option to change user password for security reasons

3.4.2.2 Matches Overview

Below are listed requirements relating to the matches overview.

- On the main page of the application user will be presented with a list of upcoming matches for the current season in the league
- User will be also able to view a list of played matches and switch between upcoming and played matches using navigation tabs
- For each of the unplayed matches user should be able to navigate to the match page and see more details about the match
- From the main page user will be able to save any unplayed match to the dashboard
- For each of the played matches user will be able to navigate to the match page and see more details about the played match

3.4.2.3 Prediction

The predicted outcome of a football match will be calculated after evaluating several factors that can influence the match result. An example of such a factor could be a previous match result, league position of each team, team performance at home or away, the recent change in team management or players' injuries and suspensions. Each of those factors will be represented by an equivalent "prediction module" in the application and a match view. The main outcome of each prediction module will be a "prediction value" expressed as a percentage. This value will tell the user how likely is either team to win the match.

Finally, the betting system will assign a weight (depending on user settings) to each prediction value. The weights (or prediction settings) determine the relative importance of each factor. By applying the weights user indicates that some factors are more important to the outcome of this particular game than others. The final result will be calculated as a weighted average.

These are the requirements related to the prediction of a football match result.

- To calculate prediction values for each module, application uses default system settings in absence of default user prediction settings or match specific settings
- The application uses default user prediction settings (explicitly set by the user using special form) in absence of match specific settings

- Application uses match specific settings in case user has set them for this match
- Match result outcome will be calculated as a weighted average of prediction values for each of the prediction modules

3.4.2.4 Upcoming Match View

Users should be able to view detailed statistics of the upcoming match. These are the requirements related to this functionality.

- User should be able to see a set of prediction modules
- Each module should contain relevant piece of football statistics
- For each module it should be clear, which team is more likely to win and what is a probability of this outcome, given that match prediction is based solely on this module
- User should be able to see what weights are being used for each prediction module
- User should be able to set new match specific prediction weights

3.4.2.5 Played Match View

After the game has been played, the user will be able to navigate to the played match page and view information summarising the performance of all users who placed the bet, as well as personal feedback for the current user. This view should be more about the retrospective analysis of the users' betting strategies, ie. the weights used for modules, rather than the statistics from the actual match, ie. shots on target, possession, etc. Hopefully, the information presented in this view will allow users to compare their results with the fellow punters and encourage them to analyse their own betting strategy and optimise performance.

These are the requirements related to the played match view.

- User should be able to see general match information
- User should be able to see brief summary of football stats related to different prediction modules and recorded at the time the match was played
- User should be able to see an overview of the website population performance, more specifically performance of users, who committed bet for this match

- User should be able to see visualisation of the website population's choice of prediction weights used for this match
- It should be clear from the view what was the result of a bet for the user. The view should also indicate the user's choice and prediction percentage

3.4.2.6 Dashboard

Dashboard is a key view of the application.

The idea behind the dashboard in this application is similar to online shopping experience: user saves an item to the shopping basket and can later submit a purchase or cancel it. In our case, user browses through the list of matches on the main page of the application and can save matches to the dashboard for a latter review. The requirements outlined below describe the dashboard functionality in more detail.

- from the overview of the matches on the main page, user can add a match and save it to the dashboard
- user can delete matches from the dashboard
- user can override the system's recommended prediction modules weights (called "betting system settings") using the "betting system" tab in the dashboard. Any next match saved to the user dashboard will be shown with these user default betting settings.
- user can override the user default betting settings and have different betting settings for each saved match. User can save a match with the new weighting percentage.
- After completing the betting settings, user can commit to bet a saved match. After that match betting settings cannot be changed.
- If the match is saved in the user dashboard and it changes its status from "unplayed" to "played", application will evaluate user's commit and estimate whether user won a virtual bet or not based on the actual match result.

User can commit to bet a match Committed games are marked in the dashboard (red dot) Played games are marked in the dashboard (grey font) Once user committed games has started (observer, onchange on a filed), it should indicate the winnings and write to db Fix the kits

3.4.2.7 Optional requirements

3.4.3 Non-functional Requirements

Non-functional requirements specify how the system is going to perform.

3.4.3.1 Testability

The application should be testable the behaviour of the application should be verifiable through a suite of automated tests. A set of test cases will be written for the application, testing features such as logging in, account registration, integration with third-party API used in the application, as well as various scenarios of database models interactions. In addition to these tests, the business logic in the match prediction must also be predictable, consistent and testable.

Maintainability Scalability Documentation Performance Responsiveness Usability Usability means how easily can users learn how to use an application. The key would be to reduce an effort to understand

3.4.3.2 Security

The nature of the application requires from user to provide some confidential information. Users need to be assured that the confidential details remains secure, and that the system is protected against XSS, CSRF and SQL injection attacks.

graceful degradation? accessibility security

3.5 Overall Architecture

The high level components of this system are quite simple.

Design of an application a a whole, overall design (just boxes and lines) Architectural diagram (overview) (aosabook.org/en/moodle.html -example), quite high level

3.6 Choice of Third Party API

After analysing the functional requirements, it became apparent that this type of application will need the latest football data in order to operate correctly. The easiest way to load such data into the

application would be to integrate the application with a third party API. The process of finding an appropriate API for the project will be described in this section.

After brief research, one thing became apparent. Live football data is a very desirable product and therefore it is not easy to find free of charge live football data API. The key problem is that the data the application needs has to be very recent. Real-time data in particular is very expensive, because of its use by the gambling industry for betting on various markets as the games are going on. It is much easier to find free historical football data.

This is a (not complete) list of API providers that I researched about.

- Optasports.com (<http://www.optasports.com>) Opta is an industry leader. It provides a wide range of XML feeds covering many sports. The feeds include fixtures and results, live scores, live player stats and many more. Data provided by Opta is very reliable and is used by top-notch clients, such as BBC Sports, BT Sport, Sky Sports, as well as many betting providers and newspapers.
- Openfooty (<http://www.footytube.com/openfooty/service.php>) Openfooty is an interesting project with very detailed API documentation. However, a quick look at the developer forums shows a stale community and many questions about why no one seems to actually be able to get a developer key. Unfortunately, I also did not manage to obtain a key for this API.
- football-api (<http://www.football-api.com>) is a paid API service but does offer the English Premier League endpoints for free (demo use). The API will restrict by IP addresses and limit calls based on your package. Includes endpoints for Competitions, teams, standings, live scores, fixtures and commentaries. See the pricing page.

However, there can be found many high quality APIs that are not for free. how I came to choose the API I am using in the application

3.7 Project Plan

The project progress timetable is presented in the Gantt diagram below. I found it appropriate to set In general, my two main milestones will be completing the first prototype of the application before the Christmas break and completing the second prototype by the end of April, 2015 (this includes all the testing and bug fixes).

The first prototype will have implemented most of the basic features of the application (my development part is broken down into features - viz. the Gantt diagram). The second prototype is the final

version of the application; it will include all the planned features and the graphical design. I will try to make an even progress on the report throughout the whole time available, as it can be seen from the diagram.

3.8 Conclusion

A short conclusion summarising the chapter.

Chapter 4

Application Prototype

Before making a start on of the implementation phase, a lot of effort was put into the creation of the application prototype. Prototyping is a process of developing the initial model of the future application in order to determine the correct application structure, its functionality and the general concept. A prototype is just a model and may differ from the final product.

The project requirements outlined in the previous chapter of this report were used in order to create a mind map representing the navigation between the pages. This helped understanding what exactly is expected to be seen on each page of the website and what is the user journey in terms of the navigation. Wireframes were created for all the pages of the website. For this purpose was used just paper and pencils to aim flexibility.

In terms of the methodology, a hybrid of Agile and the traditional Waterfall approach was used for this project. Speaking of the traditional Waterfall approach, some of planning was made beforehand, for example requirements specifications, use-case diagrams, wireframes, etc. On the other hand, for the whole implementation phase was used test-driven approach that utilises the best of the agile techniques.

In general, Agile methodology focuses on team communication and project transparency. Nevertheless, one of its advantages is an extreme flexibility, therefore most of the basic components of Agile can still be effectively used by a single person. The key feature of the version of Agile adopted for the project was breaking down the project workload into clearly defined units of work, each associated with an iteration, and setting a milestone for each of them. Excel sheets were used for defining the set of tasks for each iteration. GitHub issue tracker was also used as a supporting productivity tool for this project. Code related tasks were recorded as issues for the project GitHub repository. The issue tracker appeared to be a very efficient tool for keeping the focus. TDD or test driven development was another key Agile technique adopted for the project. The unit tests covering business logic were

always written before the implementation and the next sprint has not been started unless all tests from the previous sprint passed.

In summary, in this section requirements from the analysis phase will be converted into the system design. First, several design cornerstones (website structure using Mind maps, wireframes,) were set in order to complete the initial prototype of the application. Other elements of the application design (use cases, database diagram) were updated in iterations inline with the Agile methodology.

4.1 Mind Map

After defining the set of use cases, I have created a block diagram of the future application. To accomplish this task, was used a program called MindJet enabling creation of a big scale mind maps. , project structure using mindset

The first step was made a block diagram of the project. I used a mind map as brainstorming tool taking the useless into consideration. It helped me to break my application down into separate webpages and blocks and to define the navigation between them.

4.2 Competitors

After all the important requirements and ideas were put on paper, it is worth taking a look at the potential competitors websites and application. This step is an important stage of an application prototyping process: it allows to learn from the best practices and possibly avoid potential errors.

Basically considered, of course, direct competitors. We studied not only the top social networking sites, but less popular. Delved into a huge reservoir of applications: all they had to learn to understand their behavior, how they communicate with the user, as they present the information.

We also analyzed the experience of indirect competitors. For example, for our section of music is iTunes and other specialized applications. When it comes to photos, then we photographed absolutely everything - in Instagram, Mobli etc. All this has given us an understanding of how to lead the audience in a variety of applications.

4.3 Wireframes

When speaking about prototyping, in the early stages the first choice of many designers is often a piece of paper and a pencil. Sketching has a number of advantages when compared to the use of the editors, such as Fireworks or Photoshop for prototyping. When using editors, it is easy to get distracted by brushing up unnecessary details too early. On the opposite side, sketches offer a lot of flexibility. It is easy to add notes, make small changes or replace an outdated sketch with a fresh one.

In case of this project, each of the sketches represented a separate view of the website. The scale of a view might differ. For example, some sketches represented a whole page (home page, dashboard page, etc.), others just outlined certain blocks of the website, such as header, footer, user profile container in more detail. I always added a lot of comments to explain the navigation and sometimes expected output. Sketches were one of the most powerful tools I used during the prototype process.

Scans of the drawings First website prototype in a photoshop/Fireworks Early prototype using html and css, using bootstrap should be quick and easy

4.4 Visual Design: Branding, icons, Font

Branding - number of names for the application Bootstrap was used as a framework on the front-end. Flat design is a big trend of the last years. It was decided to use the flat design in order to not distract user from the content. The design is a mixture of free templates and UI freebies created specifically for Bootstrap.

4.5 Use Cases

As mentioned above, use cases and the database diagram presented below, were prototyped in iterations. In this report will be presented a completed, merged version of the set of use cases and the database design. For use cases UML will be used to design in a clear and readable manner.

4.6 Database Design

what database was used Use this link to describe the ORM and its advantages:
<http://www.aosabook.org/en/sqlalchemy.html>

4.6.1 Database Schema

Describe how the database was designed (what we need to capture and how I gradually added table by table). Start with user, as it is the cornerstone of the application (see forthergill) The database class diagram presented is a result of numerous iterations. Present also database before and after.

4.6.2 Database Class Diagram

Chapter 5

Implementation

From a practical point of view, the aim of this project was to create a working web application that also makes use of the best available development practices, well-designed architecture and is easy to maintain and extend in the future. The application is a relatively small-scale one, but it was developed with a future large-scale application in mind, that would allow many users to experience the application at the same time.

This chapter examines the implementation of the web application.

5.1 Choice of Technologies

The application will be built using a set of front end and back end technologies. In this section will be justified the choice made in favour of each separate technology used in the project.

5.1.1 Front End

The markup of the future application will be coded using HTML 5 [2]. The application markup will be built using BEM front end development approach [?]. BEM (short for "Block Element Modifier") is a popular semantic model for markup and a way to organise sections of a website into purposeful blocks and to optimise CSS. The idea behind is to logically break the HTML down into *independent* blocks, which will allow arbitrary placement of the block anywhere on the page, including nesting the block inside another block. The approach can be very beneficial for large websites, allowing the code to be reused across pages or even projects. However, a small project like the SureThing can also benefit from BEM by making use of independent, context-free CSS that can be easily amended in the future [3].

CSS3 is used to define the visual presentation of the application. In general, CSS has certain limitations of its syntax capabilities. For example, it does not allow the use of variables, macros, mixins (reusable blocks of styles) functions and other features associated with object-oriented development, which inevitably leads to the creation of immensely repetitive stylesheets. In order to overcome those limitations, SASS preprocessor [?] will be used in this project. SASS (short for Syntactically Awesome Stylesheets) is a powerful language that extends CSS with a choice of useful functionality, all in CSS-compatible syntax. Use of SASS would allow to make CSS code more efficient and easily maintainable.

On the top of that, a popular CSS framework Bootstrap 3 [?] will be used. Bootstrap provides a number of ready solutions for designing the layout of the future application. Therefore, the overall architecture of the markup will be defined by identifying BEM blocks and elements. This would bring structure into the code across all front end technologies used in the development. BEM blocks and elements will be complemented with appropriate Bootstrap classes in order to speed up the development process and make the application fully responsive.

JavaScript, specifically JQuery library [?], will be used to add animations and improve overall user experience from using the application.

In order to handle time-consuming and repetitive tasks on the front end side, the task-based command-line tool Grunt will be used. This software comes with a variety of plugins serving different purposes. For this project will be used *grunt-sass* to compile SASS stylesheets into CSS complemented with *grunt-watch* to allow continuous development, *grunt-css* plugin to combine the all external CSS files into one and *grunt-uglify* plugin in order to reduce the size of JavaScript files and speed up loading of the web page in a browser.

In addition, RequireJS [?], a powerful asynchronous script loader will be used for effective management of JavaScript dependencies. It can load modules in asynchronous manner if desired and thus improve overall website performance.

5.1.2 Back End

For making reasonably accurate football results predictions the application requires latest football data. Live data would have to be frequently loaded into the system and processed in an appropriate way. Therefore, there would be a need for at least one separate module dealing with a third party football data API and containing business logic to manipulate the received data. The API wrapper is expected to be integrated into the web application, but separated from the presentation, it also has to be relatively easy to execute as a standalone module, encouraging a nicely decoupled design. Based

on the above assumptions, Python was chosen as a primary back end language for this project being known as a language well suited to data manipulation.

The back end of the web application will be built using Python web framework Flask [?]. It is a lightweight framework (the official name is "Python microframework") with a great choice of third-party libraries (e.g. Flask-SQLAlchemy or Flask-Login) that can extend the feature set of the framework core in various ways. Flask application is minimalist to begin with, but it can grow with the project needs. For the purpose of this project this is an advantage compared to the full-featured frameworks like Django that have a lot of functionality already built-in in the basic installation. In addition, availability of developer-friendly documentation and low learning curve makes Flask a short way to get a simple, Python-powered web site up and running. Therefore, Flask appears to be a great choice for a small project like SureThing.

SQLAlchemy was chosen as database solution for this project [?]. This is a powerful database framework that supports several databases back ends and offers the high-level Object Relational Mapper (for short, ORM). Using ORM provides a great level of abstraction when working with databases. For example, SQLAlchemy uses classes that map to each table in a database. This means that the records interaction can be kept the same regardless of the underlying database system. This offers a lot of flexibility and, for example, allows to use different database systems for development and production environment. Furthermore, "Flask-Migrate extension, based on a migration framework Alembic and written by a lead developer of SQLAlchemy, provides a powerful solution to handle database alterations and make database schema updates easily manageable" [4].

5.2 Application Architecture

Appication architecture is a base of a good quality software. The architecture of SureThing was from a big part dictated by the used framework, Flask that uses a variation of MVC for Python called "MTV" (Model-Template-Controller). (**author?**) [5] in his blog post describes this pattern in the following way:

"The template contains HTML content and presentation logic. It is written in a templating language such as ... It gets data from the view and outputs a web page. The view (also sometimes called controller), written in Python, is just glue code. It uses the web framework to put everything together. The model layer is essentially a persistence layer: its most important dependency is SQLAlchemy. The model knows how to save the data, constituting the most reusable code in the entire project."

However, SureThing requires an extra layer to take care of importing the data into the application. According to (author?) [5], the External Services layer can take care of this task. Therefore, this is the final structure of the architecture:

- Model Layer. Contains the
- View Layer.
- Template Layer. This is the the mediator layer between HTTP requests and the application logic. it consists of a number of Jinja2 templates that contains only presentation logic.
- External Services Layer
-

5.3 Application Structure

5.3.1 Factory Pattern

Application Factories The factory pattern is the first pattern to be implemented and used in any of my Flask applications. There is a small amount of documentation regarding application factories already. While the documentation is limited in scope, I believe it is there to encourage the usage of this pattern. That being said, there is not an established convention for implementing a factory method. Chances are your app will have its own unique requirements and thus your factory method should be tailored accordingly. Regardless of your implementation the factory method is, in my opinion, indispensable as it gives you more control over the creation of your application in different contexts such as in your production environment or while running tests.

Within the Overholt source code you will find three different factory methods. There is one factory for each application and an additional factory which is shared by the individual application factories. The shared factory instantiates the application and configures the application with options that are shared between apps. The individual app factories further configure the application with options that are more specific to their use. For example, the api application factory registers a custom JSONEncoder class and custom error handlers that render JSON responses. Whereas the frontend application factory initializes an assets pipeline and custom error handlers for HTTP responses.

5.3.2 Blueprints

Blueprint are an important part of the application, as they allow to group similar endpoints together, and finally develop a *modular* web application.

Blueprints are crucial to my Flask applications as they allow me to group related endpoints together. I honestly couldn't live without Blueprints. The Flask documentation provides the best overview of what Blueprints are and why they are useful. There isn't much else I can describe about Blueprints themselves that Armin hasn't already. In the context of the Overholt source code, each application package contains various modules containing Blueprint instances. The API application contains three Blueprints located at `overholt.api.products`, `overholt.api.stores` and `overholt.api.users`. The frontend application contains but one Blueprint located at `overholt.frontend.dashboard`. All Blueprint modules are located in the same package as the application which allows me to use a simple method of registering them on their respective application. Within the shared application factory you should notice the `register_blueprints` helper method. This method simply scans all the modules in the application package for Blueprint instances and registers them on the app instance.

5.3.3 Configuration

Configuration is always important for an application, especially for sensitive details such as API keys and passwords. I always provide a default configuration file that is checked into the project repository so that a developer can get up and running as quick as possible. This file contains default values that are specific to the virtual machine settings specified in the Vagrantfile. This default file is used to configure any apps created by the shared application factory. Additionally, the factory method attempts to override any default settings from a `settings.cfg` file located in the application's instance folder. Head over here for more information regarding Flask's instance folders. This additional file can be created by any developer working on the project to tweak any settings to be more specific to their local development environment. When it comes time to deploy the application to a development or production server the `settings.cfg` file will be created by the deployment tool, such as Chef or Fabric.

5.3.4 Database Migrations

The database scheme for this project was designed in an iterative way, models and relationships between them were added as the application was growing. Therefore, it was crucial to find a tool that allows effortless updates of the database. To manage frequent database updates was used Alembic database migration tool that was developed specifically by Mike Bayer, the author of SQLAlchemy. The tool can be added to Flask as an external plugin, Flask-migrate. After installation and initial

configuration of the plugin, it allows to migrate the database with two simple commands to be subsequently run in the terminal: *db upgrade* and *db migrate*. Alembic makes migration easier and prevents the developer from the necessity to delete and recreate the database each time there is a need for migration.

5.3.5 Version Control

Git version control system was used throughout the development process. Git is known for being a very useful tool for collaboration across teams of developers. However, it has also many benefits for a solo developer. For example, it helps to track changes and restore previous versions of a project, as well as view the code at any point in the past. The project codebase was uploaded to GitHub that is (author?) [6] "a web-based Git repository hosting service, which offers all of the distributed revision control and source code management (SCM) functionality of Git as well as adding its own features... (It also) provides web-based graphical interface". For this project GitHub issue tracker was used as a "to-do list" to keep the record of tasks ("issues" in GitHub terminology) that needed to be completed in each agile iteration. Custom labels were used to distinguish different types of issues in the GitHub issue tracker, for example, performance, design, bug, optional tasks, etc.

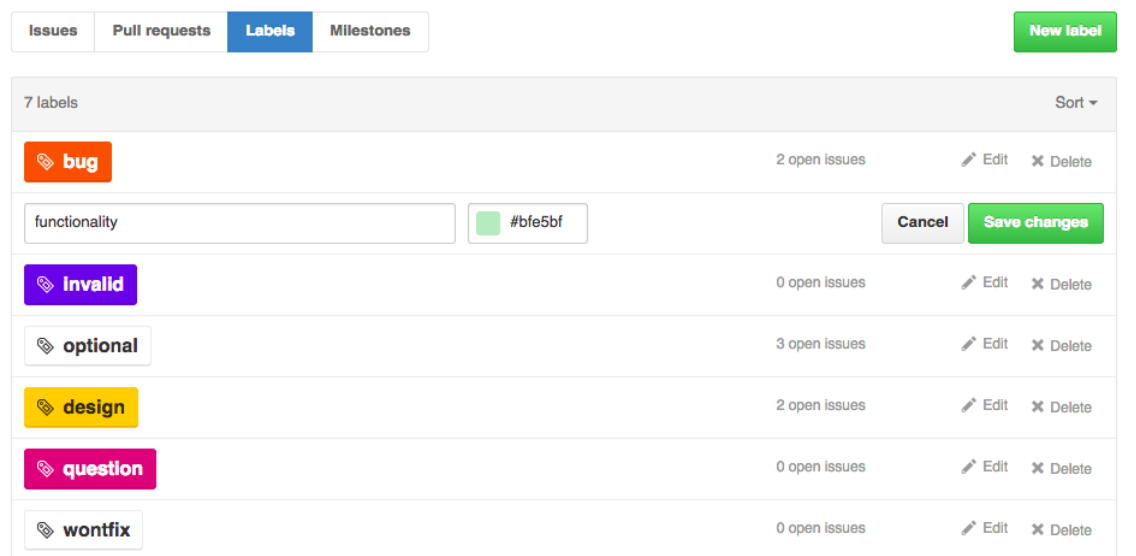


Figure 5.1: GitHub, Custom labels

GitHub also allows the users to filter out the issues of a similar type, based on the assigned label.

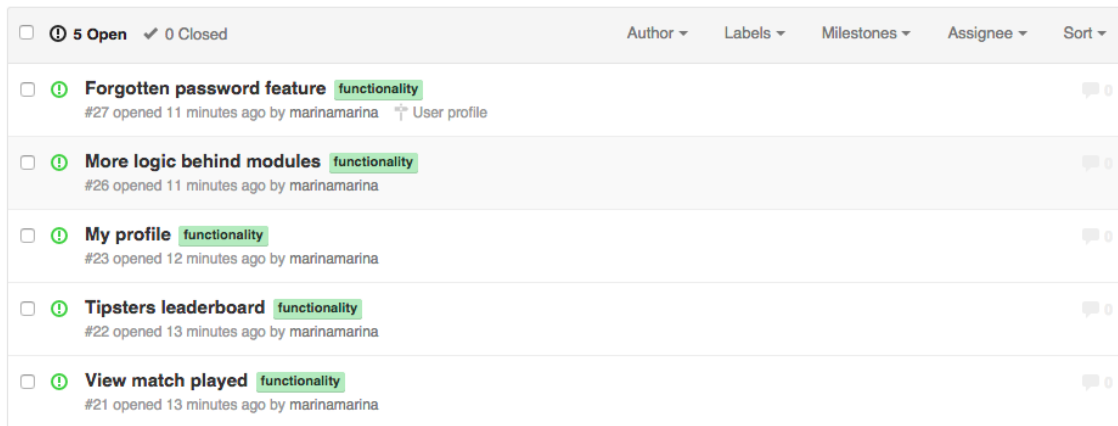


Figure 5.2: GitHub, Functionality issues

Critically speaking, I missed the option to assign issues various level of importance and order the issues based on their priority.

5.3.6 Own Validation in Forms

Flask-WTF is a Flask extension that offers integration with WTForms and it was used to handle forms in this project. In order to make sure the application is secure, the validation has to be implemented preferably on the server side or both on the client- and server-side of the application. WTForms has many built-in validators that can simplify developer's life. For example **DataRequired** makes the input field mandatory, **Email** checks that the provided input is a valid email address, **EqualTo** helps to ensure that the passwords provided in the fields "Password" and "Confirm Password" during the user registration are identical. However, sometimes the built-in functionality does not cover all the application needs. In that case, there is an option to create a custom validator that is a basically a Python function returning another function (a validator) that throws an exception every time the user violates the prescribed validation rule. Custom validators can be imported into the module describing forms and used in the same way as a built-in validator would be used. I have separated the validators out into a separate module. The set of custom validators can be further extended, however, there is just one at the moment: *validator_user_already_registered()*.

```

# Custom validators
def validator_user_already_registered():
    """custom validator used in the registration form"""

    def _user_already_registered(form, field):
        kwargs = {field.id: field.data}

        if User.query.filter_by(**kwargs).first():
            raise ValidationError(message='User with this ' + str(field.id) + ' is already registered!')

    return _user_already_registered

```

Figure 5.3: Validator cheking if user with this username was already registered with the SureThing application

The validator function checks if a user with such name is already in the database. If the user is found, the `ValidationError` exception is thrown and the new user is prevented from submitting the form.

5.3.7 Custom Macros

Jinja2 is a default template engine that comes in one package with Flask. In order to add some extra presentation logic to our application, custom macros can be used. For this project I found macros extremely useful. One of the example usages was rendering form fields. Each form field related macro contained a piece of HTML code specifically designed for forms in this application and logic for displaying error messages. Among those macros can be named *render_field*, *render_checkbox*, *render_submit_field*, *VARIATION:: render_submit_field_match_preview*, *render_settings_field*, *render_embedded_field* team image another type of macro

5.3.8 Exceptions

The application will make use of Exceptions in order to identify and manage failures when making an API call over HTTP. The `FootballAPIWrapper` class has a private method that calls the API and collects the data in a JSON format from the remote server: `_call_api(action=None, **kwargs)`. The method takes into account the possibility of errors occuring during code execution. When the program calls the API, either JSON data is returned or an Exception is thrown.

As it can be seen from the method definition above, one of the required parameters is *action* that is set to `None`, unless the value is passed in during the method call. Action is a string that needs to be added to the base url in order to indicate the set of data that is being accessed. Specifying the action is required by the API and the possible values of the parameters (actions) are: *competition*, *standings*, *today*, *fixtures*, *commentaries*. For example action *today* will returns the matches scheduled today. The `_call_api` method will raise an Exception, if the action is not being supplied. Various exceptions are thrown when the program is attempting to connect to the remote server [7]. Python

library *requests* is used to take care of this type of errors. [8] If the domain name does not resolve, the HTTP request will fail before we establish connection. In that case, the program will throw a *requests.exceptions.ConnectionError*. If the remote server is not functioning or the request is structured incorrectly, the server will respond with an bad response status code and the *_call_api* method will raise a *requests.exceptions.HTTPError*.

5.3.9 Integration with third-party API

Many production Python web applications rely on external application programming interfaces (APIs). API can be also referred to as "third party services" or "external platform".[?] For SureThing to work correctly, it requires constant access to live football data. After choosing an appropriate API, it has to be integrated into the application.

There is a variety of tools available for developers for accessing web APIs. Those three options were considered when choosing an appropriate tool:

- Helper library (such as Runscope or Apiary) Using a helper library has an overhead of learning how to use another piece of software.
- urllib2, standard Python module *urllib2* module offers very simple implementation and provides most of the required HTTP capabilities, but the API is thoroughly broken and features critical for performance are missing, for example connection re-using/pooling.
- urllib3
- requests, another Python library for handling HTTP requests. It offers a lot of control over the HTTP calls through the use of its powerful features.

After some experiments with other urllib2, urllib3 and requests, *requests* was chosen as the library for this project.

All interaction with the Football-API, including processing the received data, was separated out into a module *football_api_wrapper.py* or just "wrapper" for short. This module contains only one class, FootballAPIWrapper. Fields of the class accomodate the key elements of the interaction with the API that will be re-used in different methods of the wrapper, for example base url, path to the data directory.

```
def __init__(self):
    self._premier_league_id = '1204'
    self._base_url = 'http://football-api.com/api/?Action='
    self._basedir = os.path.dirname(__file__)
    self._datadir = os.path.abspath(os.path.join(self._basedir, '..', 'data'))
    self._proxy_on = False
```

Figure 5.4: Football API wrapper, fields

To get the response from Football-API takes about 11s, therefore it is necessary to move the API calls into a task queue so they do not block the HTTP request-response cycle for the rest of the web application.

5.3.10 Visual Effects

fade out effect on alerts

5.4 Features Implementation

In this section will be described the technical details of the project implementation. Each subsection is bound to the high level feature of the application, as introduced in the chapter "Requirements Analysis" [3.4.2](#).

5.4.1 Authentication

The application requires authentication functionality. In order to simplify the development process, one of the useful Flask's extensions, Flask-Login, was used to handle the common tasks of logging in and out, as well as new users registration. For the new users the application sends an email with verification token, expecting the user to confirm their email address. s

5.4.2 Matches Overview

Matches overview is a view displayed on the main page of the application. It contains a list of upcoming and played matches.

Premier League Fixtures & Results

Upcoming fixtures

Previous Results

February 28th 2015

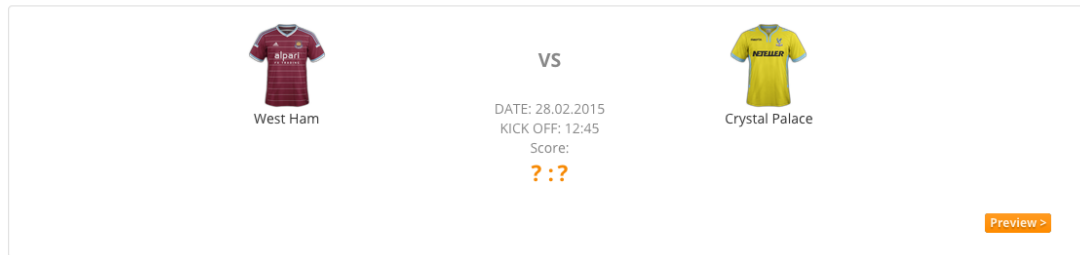


Figure 5.5: Matches Overview

5.4.2.1 User Journey

On the main page of the application user can see a list of upcoming matches. Above the list can be found simple navigation allowing to switch between lists of unplayed and played matches. The overview displays the most basic information about each match, such as names of teams participating in the match, kick-off date and time. On the right hand side of each list item there is a "Preview" button for an upcoming match and a "View Stats" button for a played match. By clicking those buttons user can navigate to views with more detailed information about the match.

5.4.3 Prediction

The implementation of the prediction feature was already outlined in the chapter "Requirements Analysis", subsection "Definitions" [?]. In this subsection I would like to describe this key feature of the application in more detail. The application has three levels of prediction settings (weights). Firstly, it is the "default prediction settings" - a set of weights recommended to new users by the system. Once the user is registered with the application, they can set their own set of weights that will override the default settings. From the moment those weights are saved in the database, they will apply to every newly saved match. The application also allows users to set match specific settings that will only apply to one match.

how the overall prediction is calculated, weighted prediction

5.4.4 Upcoming Match View

Implementation of this view was one of the most complex development tasks of the whole project.

5.4.4.1 User journey

The user can navigate to this view either from the matches overview on the main page or from the dashboard (if the match has already been saved to the dashboard).

If the user is coming to the upcoming match preview from the *main page*, it will display the match header (containing general information about the teams, last played game, match kick-off time and date, etc.), a list of prediction modules and a *prediction value* for each module calculated based on the relevant statistics for each of the teams. This information should be sufficient for the user to decide, whether it is worth saving the match to the dashboard for a latter revision. An unauthorised user would be able to see the same overview, but the "Save" button will be disabled.

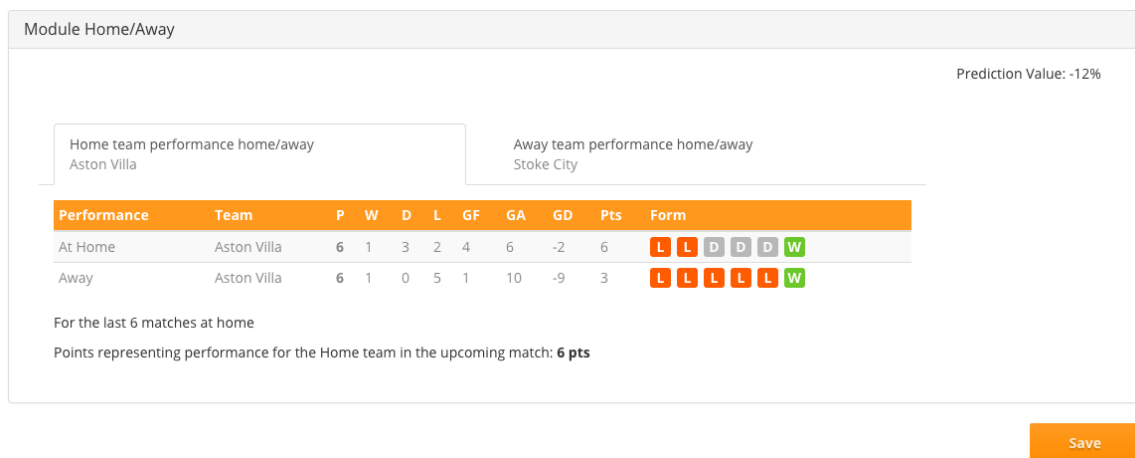


Figure 5.6: An example of a prediction module in the Match Preview, user navigated from the main page.

If the user comes to the upcoming match preview from the *dashboard*, they will be able to see more information related to the actual result prediction and betting. First of all, in each prediction module they will see an input fields for setting match specific prediction weights. Secondly, they will see a user hunch module. Finally, at the very bottom of the overview they will see calculated prediction result and two buttons - one to save the match specific settings and another to commit the bet.

Module Home/Away

Prediction Value: -12%

Home team performance home/away
Aston Villa

Away team performance home/away
Stoke City

Performance	Team	P	W	D	L	GF	GA	GD	Pts	Form
At Home	Aston Villa	6	1	3	2	4	6	-2	6	L L D D D W
Away	Aston Villa	6	1	0	5	1	10	-9	3	L L L L L W

For the last 6 matches at home
Points representing performance for the Home team in the upcoming match: **6 pts**

Save

Figure 5.7: An example of a prediction module in the Match Preview, user navigated from the dashboard.

	Prediction values	User weights	User weights incl. user hunch	Prediction excluding user hunch module	Prediction including user hunch module
Module league position	78%	20%	20%	15.6%	15.6%
Module form	44%	30%	20%	13.2%	8.8%
Module home/away	77%	70%	10%	53.9%	7.7%
Module user hunch	-100%		50%	x	-50%
Match result prediction				82.7%	-17.9%

Figure 5.8: Table, user hunch influences prediction result

	Prediction values	User weights	User weights incl. user hunch	Prediction excluding user hunch module	Prediction including user hunch module
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Module home/away	77%	70%	10%	53.9%	7.7%
Module user hunch	-100%		50%	x	-50%
Match result prediction				82.7%	-17.9%

Figure 5.9: Table, user hunch influences prediction result

most Explain how was implemented user hunch: combination of Flask Ajax and Sockets IO!!!

5.4.5 Played Match View

5.4.6 Possible Future Enhancement

Although, one of the key features of the application is to try not to overwhelm user with statistics, as opposed to many football stats websites, this view would need a little bit more additional information to complete the big picture.

5.5 Application Performance

sockets, threads multithreading how I fixed performance on `Match.update_all_matches`

5.5.1 Deploying the Application

Cloud Deployment is the most recent trend in application hosting. The formal name of this technology is Platform as a Service (PaaS). In the PaaS model, a service provider offers a fully managed platform in which applications can run.

Cloud Deployment The latest trend in application hosting is to host in the cloud. This technology, which is formally known as Platform as a Service (PaaS), frees the application developer from the mundane tasks of installing and maintaining the hardware and software platforms on which the application runs. In the PaaS model, a service provider offers a fully managed platform in which applications can run. The application developer uses tools and libraries from the provider to integrate the application with the platform. The application is then uploaded to the servers maintained by the provider and usually is deployed within seconds. Most PaaS providers offer ways to dynamically scale the application by adding or removing servers as necessary to keep up with the number of requests received.

The application will be hosted on "The latest trend in application hosting is to host in the cloud. This technology, which is formally known as Platform as a Service (PaaS), frees the application developer from the mundane tasks of installing and maintaining the hardware and software platforms on which the application runs. In the PaaS model, a service provider offers a fully managed platform in which applications can run. The application developer uses tools and libraries from the provider to integrate the application with the platform. The application is then uploaded to the servers maintained by the provider and usually is deployed within seconds. Most PaaS providers offer ways to dynamically scale the application by adding or removing servers as necessary to keep up with the number of requests received. Cloud deployments offer great flexibility and are relatively simple to set up, but of course all that goodness comes at a price" Flask applications

5.6 Conclusions

The main conclusions for this chapter.

Chapter 6

Evaluation & Testing

This chapter evaluates the overall project and provides results of tests carried out.

6.1 Conclusions

The main conclusions for this chapter.

Chapter 7

Conclusion

This chapter summarises the main outcomes and conclusions resulting from this body of work.

7.1 Assessment of Success

There are many aspects of this project that should be inspected in order to decide if the project was successful or not.

Using Agile development approach allowed me to concentrate on the result without wasting my time creating final diagrams and overviews before starting with the implementation. It helped me to cut down the preparation phase to the bare essentials, reduced project overhead and made the whole development process more efficient.

Overall, I feel the project has been very successful with a well-designed web application as a result.

7.2 Improvements and Future Work

Further development that could be carried out in the future. In the future I expect to put more leagues, so more English and European leagues are supported More modules (Injuries and suspensions, manager), allowing user to choose from a large variety of inputs and even remove a module from the view

more detailed information in the played match, a view containing feedback

Appendix A

Wireframes

When the app is launched it silently registers with the server allowing the user to use the app immediately. The user is then shown the middle-top screen.

1. From the middle top screen, the user can follow arrow 1 by clicking on the middle button "Pick Mission" to pick a Mission (Run around Arran or Egg for example) and then pick a start and end location. After confirming these choices, the user is taken back to the middle top screen, or at any time can click the "Home" button to return.
2. The user can also view their current achievements by clicking the "Achievements" button on the middle top screen, following arrow 2. These achievements will be grouped by tabs by category - Distance, Time, Stage and Mission based achievements.
3. The user can follow arrow 3 from the middle top screen to notify the app that they are starting an exercise period, telling the app to track their distance. If a Mission and start and end location are not picked (as in point 1) then they will instead be redirected to this screen and are unable to start exercising until this choice has been made. Once they have successfully advanced to this screen, it will display their current progress as they move showing the user how close to completion of their current stage and overall route they are.
4. When the user has finished exercising, they will click the "End Session" button and be taken to the first summary screen - following arrow 4. Here statistics from their exercise will be shown and the option to share this on several social media outlets.
5. The user can then move to the second and final summary screen, following arrow 5, where they will be shown any achievements they were awarded during that session. The user will also have the option to share these on social media outlets. From here, the user can click the "Home" button and be taken back to the middle top screen.

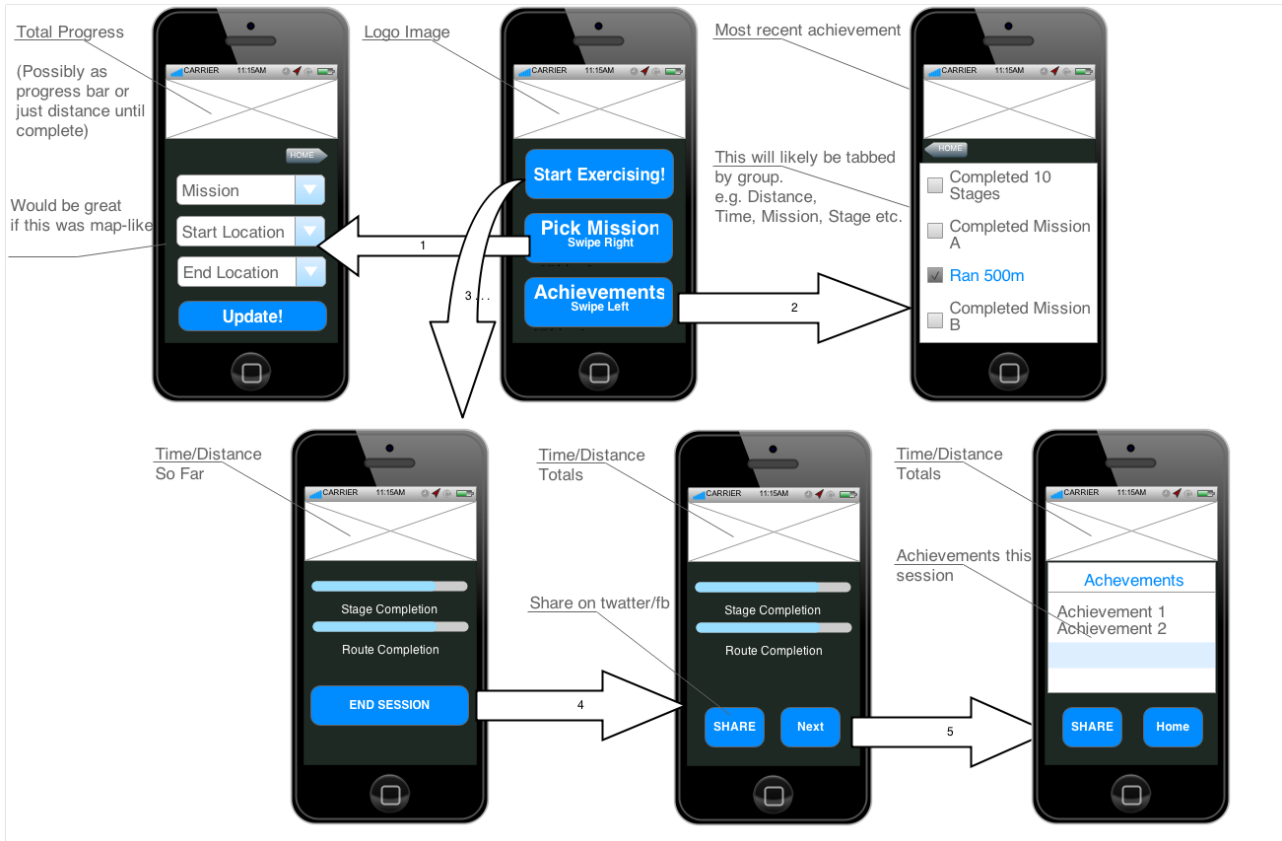


Figure A.1: Wireframes, initial design

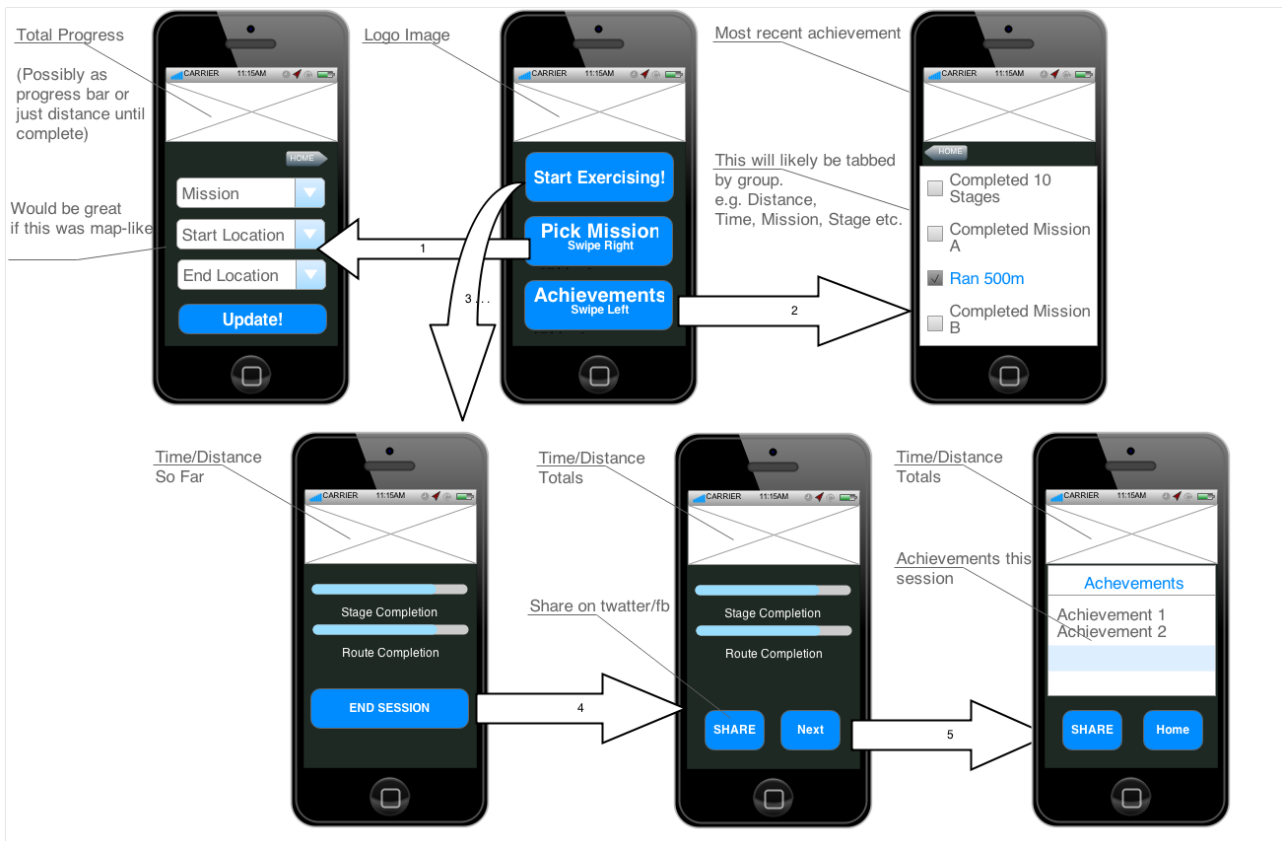


Figure A.2: Initial sketch of wireframe ideas

Appendix B

Installation Instructions

The code can be checked out using git by executing the following command in the terminal:

See the following command :

```
1 $ git clone git@github.com:marinamarina/sure-thing.git
```

Installation instructions are found at the following url:

<https://www.github.com:marinamarina/sure-thing/blob/master/README.md>.

If any issues arise regarding installation of any part of the system, do not hesitate to contact me at

1014481@rgu.ac.uk

Appendix C

Project Specification

Summary of the project outline.

C.1 Functional Requirements

some text here

C.2 Non-Functional Requirements

some text here

Appendix D

Project Management

Discussion on how the project was managed. What things impacted the success of the project. How does the continually revised versions of the project plan compare to the initial draft developed at the start of the project. Did everything run according the schedule. Did elements such as exams & coursework have any impact.

Appendix E

Another Appendix

This appendix makes use of the *rotating* package to rotate both figures and tables ninety degrees allowing for large datasets and illustrations to be represented.

Heading 1	Heading 2	Heading 3	Heading 4	Heading 5	Heading 6	Heading 7	Heading 8	Heading 9	Heading 10
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj
aaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj

Table E.1: A much longer caption that will not be listed in the list of tables page.

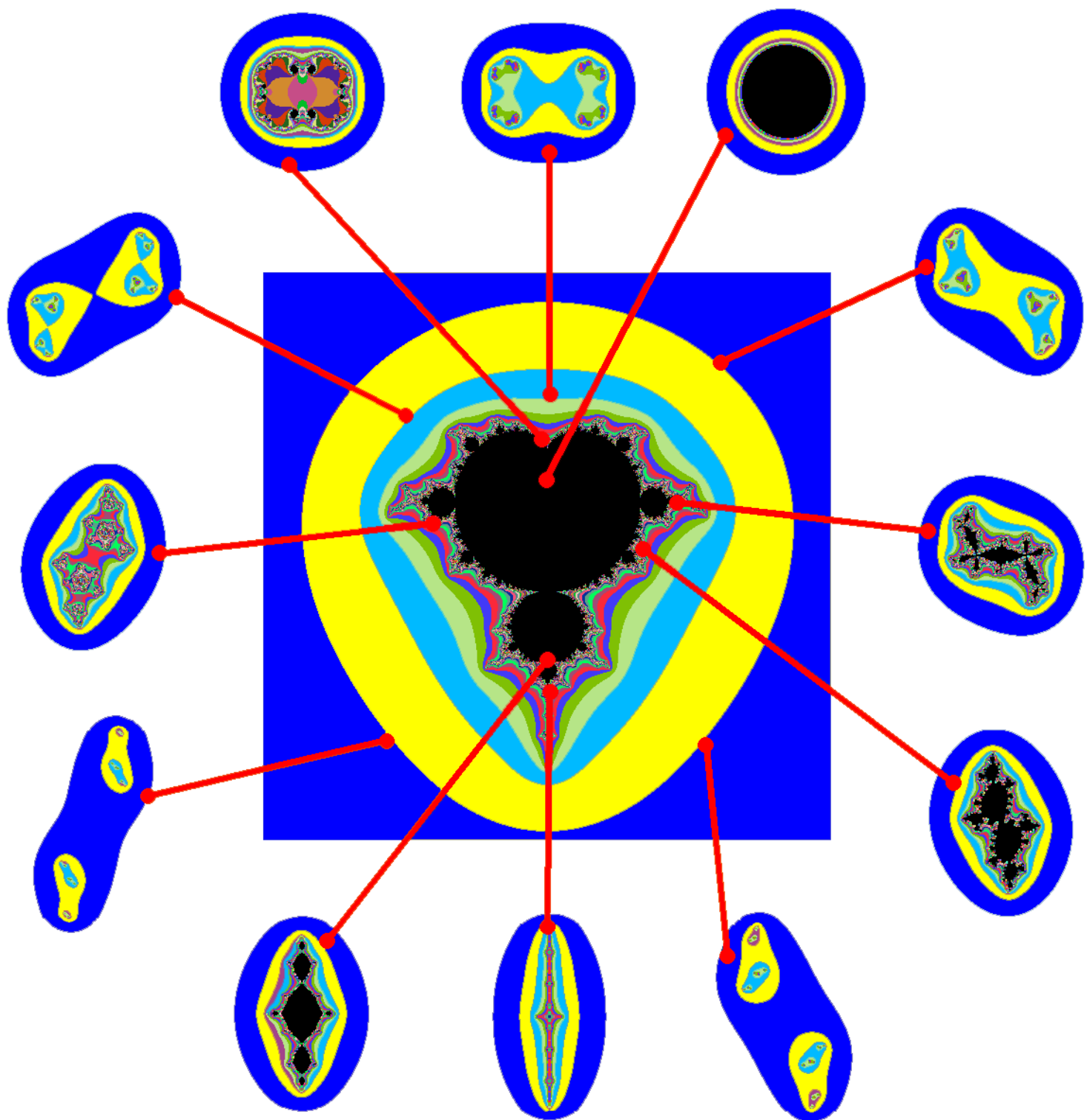


Figure F.1: A much longer caption that will not be listed in the list of figures page

Appendix F

Implementation

Third-Party Code and Libraries

The slides from the formal presentation should be provided here in not more than two pages.

Appendix G

Project Log

The following is a weekly summary of the work carried during the development of this body of work. It covers tasks that were completed, tutorials that were worked through, articles that were read and reviews of discussions / meetings held with the project supervisor and other third parties.

Week Beginning: Monday 27/09/2010

First week working on the project. Had a meeting with supervisor and discussed some of the issues related to the project. The first deliverable is due for the end of next week (project outline & ethics form).

- Downloaded and Installed L^AT_EX (MikTeX full install), Ghostscript, Ghostview & Winshell.
- Started to get to grips with the L^AT_EX system by making simple modifications to the template and editing the project log.
- Developed a Mind Map to clarify understanding of project elements.
- Prepared an initial draft of project plan in the form of a Gantt chart.
- Prepared and revised 1 page draft of project summary & filled in ethics form.

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