## SPORTS PREDICTIONS WEB & DESKTOP APPLICATION

**Project Plan**

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Project plan Individual assignment

Contents

***SPORTS PREDICTIONS APPLICATION*** [***1***](#_Toc116417800)

[1 Project definition 3](#_Toc116417801)

[1.1 Project background 3](#_Toc116417802)

[1.2 Problem definition 3](#_Toc116417803)

[1.3 Project goal](#_Toc116417804)

[1.4 Scope](#_Toc116417807) 3

[2 Planning](#_Toc116417808) 4

# 1. Project definition

### Project background

Sports predictions web application is a tool designed to assist sports fans in making informed decisions when betting on sporting events. The objective of the project is to develop a sports predictions web application that covers football, tennis, and basketball at the start. The application will provide accurate predictions from tipsters to users and will be free to use initially. Later on, depending on the tipster’s success rate, the application will demand subscription from our users to see the best predictions from our best tipsters. There will be three types of accounts - users, tipsters, and admin. The main goal is to provide a platform for tipsters to showcase their predictions and to help users make informed decisions.

### Problem definition

* The web application is designed for sports enthusiasts who are interested in betting on sporting events. Therefore, it is important to understand the way of playing, past, current form and behavior of the clubs and persons you are gonna bet. All of these factors lead to really complicated decisions every user should make before placing their bet. In the other way, it is clear that his success will not be high.

### Project goal

### - Accuracy: The primary goal of the web application is to present our registered tipster’s predictions for sports betting events. The accuracy of the predictions is critical to the success of the application and the satisfaction of the users and believe that our tipsters .

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### - User engagement: The web application should provide an engaging user experience that encourages users to interact with the platform, explore its features, and place bets on sporting events depending on our tipster’s predictions.

### - Day-to-day predictions: The web application should provide day-to-day updates and predictions, allowing users to make informed betting decisions based on the latest information.

### Overall, the project goals for a sports betting predictions web application focus on providing day-to-day predictions on different sports from our tipsters to our users.

### Scope

### The scope of the project includes designing, developing, testing, and launching a web application that covers football, tennis, and basketball predictions. The web application should include a user-friendly interface, day-to-day score updates, and access to historical data for the predictions from the tipster the user is looking. The application will work with tipsters to provide accurate predictions to users, and there will be three types of accounts - users, tipsters, and admin. The application will be free to use initially, and later a subscription to tipsters feature will be introduced which will be the payment part.

# 2. Planning

1. User Roles: The first step in planning the application is to define the user roles, including tipsters, users, and admin. Each user role will have different levels of access to the application's features and functionalities.
2. Sports Coverage: The application should cover a wide range of sports, including football, basketball, tennis for now, in the future and other popular sports. This will allow users to choose the sport they are interested in and get accurate predictions.
3. User Dashboard: The user dashboard should provide an intuitive interface that allows users to customize their experience, view predictions, set alerts, and track their betting history.
4. Tipster Dashboard: The tipster dashboard should allow tipsters to create and manage their tips, track their performance, and interact with users.
5. Admin Dashboard: The admin dashboard should allow the application administrator to manage user accounts, monitor the application's performance, and access various analytics and reports.
6. Security: The application should be secure and protect user information, including personal and in future financial data.