SportSphere

Riley Mei, Yuri Fung, Tal Rabani, Scott Davis, Sophia Crawshaw

Project Description
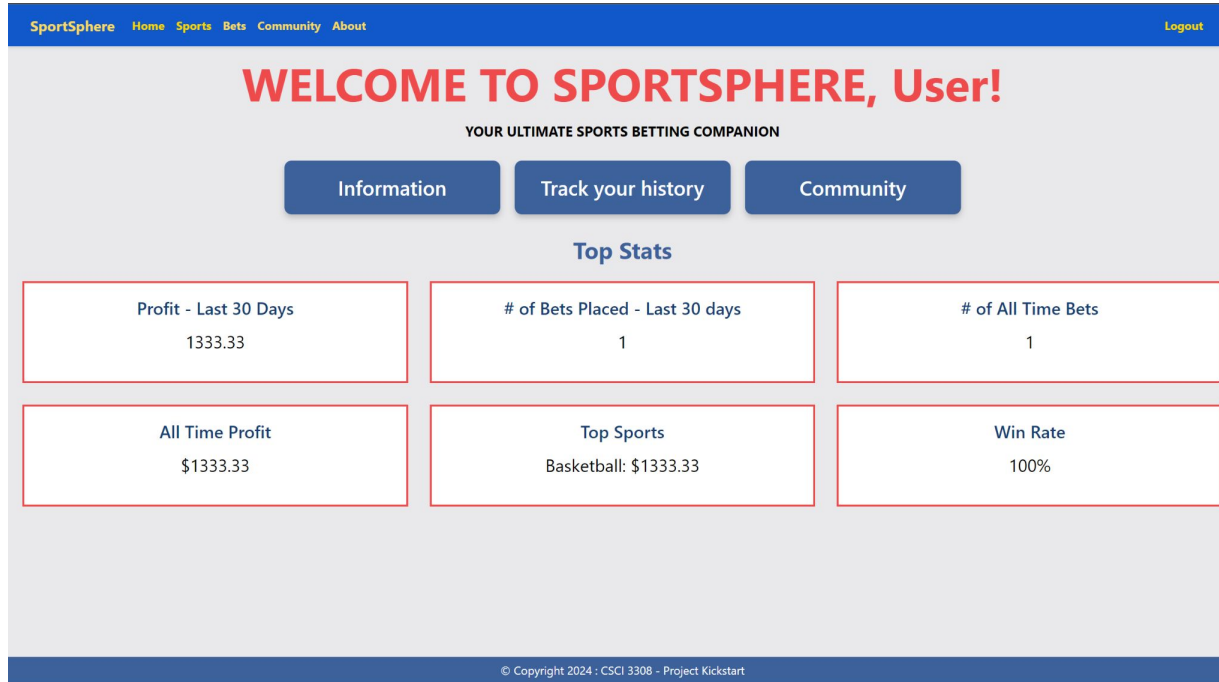
Challenges

handlebars

- Limited API calls for debugging
- Formatting - API data sometimes incomplete leaving blank sections
- Docker
- Images in Handlebars

Methodology

Embraced Agile Development:

- Agile principles for adaptability.
- Focused on implementing fully functional features
- Frequent stand-ups kept team aligned.

Utilized Aspects of Scrum Framework:

- Worked in a 4-week sprint and set weekly goals.
- Collaborated on a Scrum board to create tasks to manage progress on.
- Regular reviews and retrospectives for improvement.
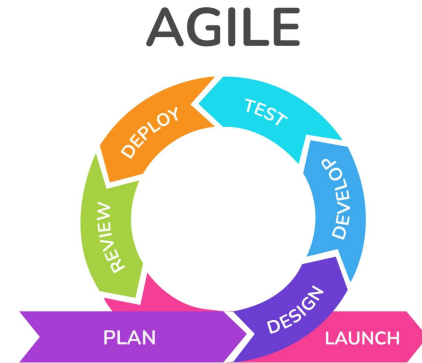
Tools used

Tool Used:	Rating:
VSCode: Used as the primary code editor.	5/5
Microsoft Azure: Hosting platform.	5/5
Node.js and Handlebars: Backend and frontend technologies.	3.5/5
Local Host: Development environment.	5/5
HTML: Frontend markup language.	5/5
The Odds API: Sports Betting API for fetching relevant data.	3/5
GitHub: Version control and collaboration.	5/5
PostgreSQL: Database management.	4/5
Docker (for containerization), **Bcrypt** (for password hashing).	3/5
Chai and Mocha: For testing	2.5/5
Discord: For communication	4/5

Architecture Diagram
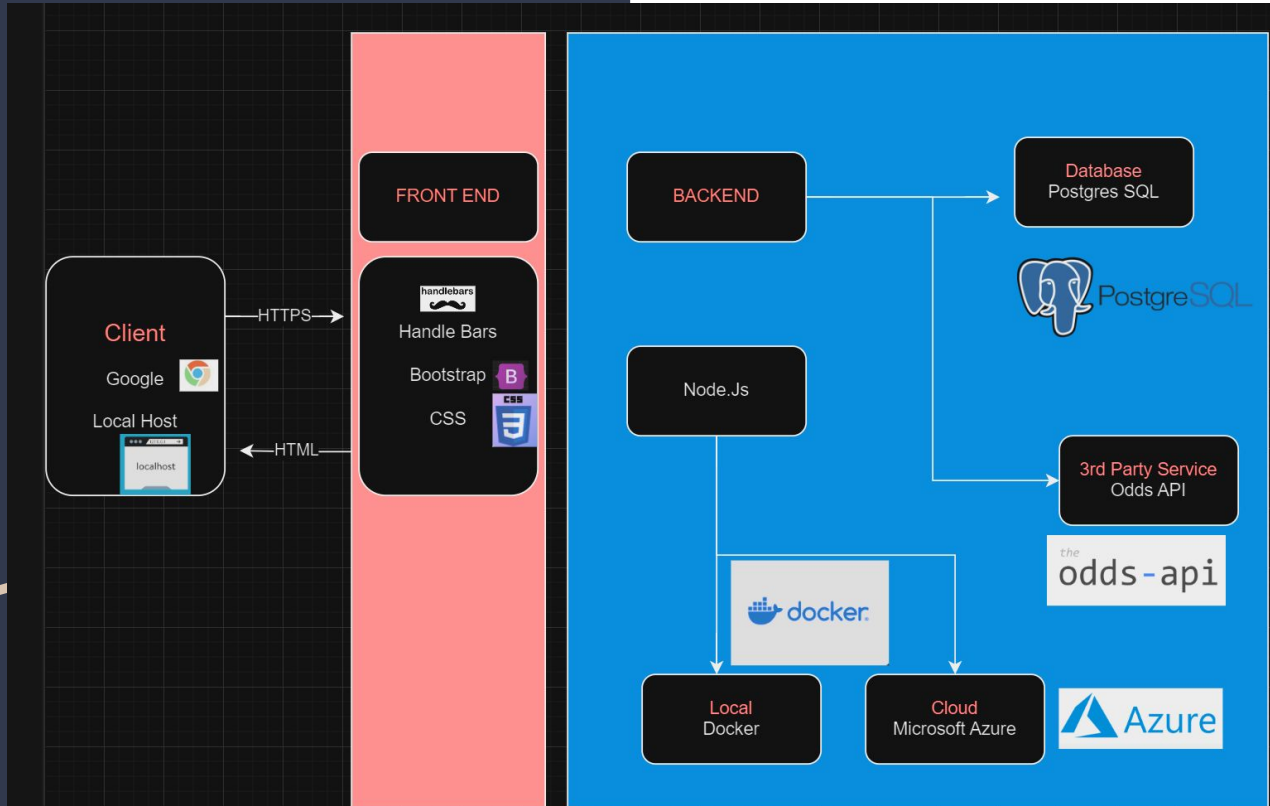
Future Scope/Enhancements

- Expand Sports Coverage: Plans to include more sports, including minor ones, to cater to a broader audience.
- Improve enhancements such as personalized recommendations, real-time notifications, or social media integration.
- Advanced Analytics: Integrate analytics features to provide users with insights into their betting patterns and trends.
- Ability to edit/delete previous tracked bets