horizontal line

Search POC

**Entain x Lucidworks**

# OVERVIEW

Because Lucidworks is a new third party, we want to learn the best way to utilise the Fusion application with one of the product verticals. We have selected the sports product due to the products complexity.

# GOALS

1. Assess and understand what signal data is required for search
2. Add necessary tracking needed to improve the search functionality
3. Test Entain business logic for displaying search results
4. Test the Entain multilabel/country concept
5. Testing the Entain multilanguage
6. The Entain team to test and analyse the search results and the Lucidworks backend system
7. All the teams involved to understand the data onboarding to enable successful search products and agree on the NFR.
8. The Entain technical team to be able to SWAGS and produce technical documentation with Lucidworks recommendations for the new search product
9. The Entain team can transfer knowledge and learnings to the other technical teams (Gaming, Poker and LCG) to improve integration efficiency with Lucidworks via documentation and workshops.
10. Have the milestone one completed by November 17th

# 

# SPECIFICATIONS

Testing the following languages:

* English
* Portuguese

Testing the following Bwin labels:

* Bwin.com - UK
* Bwin.pt - Portugal

Entain Business logic - Updates

* Cutoff date
* IsResulted
* ParticipnatStatusUpdate
* VisibilityUpdate

# MILESTONE – One

* Fusion deployment & installation
* Sports data onboarding from sports to CIP.
* Sports data onboarding from CIP to Lucidworks.
* Signal data onboarding from CIP to Lucidworks.
* Bwin.com search results from Lucidworks fusion.
* Bwin.pt search results from Lucidworks fusion.

# MILESTONES – Two

* All tracking added needed for search signals is available
* Relevancy

# 

# NFR

NFR related to Elasticsearch indexed sports data:

- indexes size: 2gb

- index rollover strategy: none

- average document size: 115 kb

- insert rate (number of new documents per unit of time): 1450/hour

- update rate (docs per unit of time/req per sec): 900/hour deletes