
JAYHAWK GO

**Odds and Events
Software Requirements Specifications**

Version 1.1

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
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Revision History

Date	Version	Description	Author
30/09/22	1.0	Initial draft of software requirements specifications	Mark, Michael, Nathan, Thomas, Wyatt
09/10/22	1.1	Formatting improvements and changes	Mark, Nathan

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
OAE_srs	

Table of Contents

1.	Introduction	4
1.1	Purpose	4
1.2	Scope	4
1.3	Definitions, Acronyms, and Abbreviations	4
1.4	References	4
1.5	Overview	4
2.	Overall Description	4
2.1	Product perspective	4
2.2	Product functions	5
2.3	User Characteristics	5
2.4	Constraints	5
3.	Specific Requirements	5
3.1	Registration	5
3.2	Use-Case Specifications	5
3.3	Supplementary Requirements	5
4.	Classification of Functional Requirements	6
5.	Appendixes	7

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
OAE_srs	

Software Requirements Specifications

1. Introduction

1.1 Purpose

The purpose of this document is to describe the functional requirements for a web application that compares the betting odds of sports events from the leading sportsbooks.

1.2 Scope

Odds and Events gathers sports betting lines across multiple events for easy viewing and analysis. The data is compiled from requests to The Odds API, processed, and then stored in the system's SQLite database. With this information, users can make more educated betting decisions by comparing multiple sportsbooks lines for favorable advantages. Access to the web application is done via a web browser and the Internet, with no other specific software requirements or downloads needed by the user. Registration provides additional functionality for users, including settings preferences and odds trend lines.

1.3 Definitions, Acronyms, and Abbreviations

OAE	Odds and Events
TBD	To Be Determined
SRS	Software Requirements Specifications
API	Application Programming Interface
URL	Uniform Resource Locator

1.4 References

None.

1.5 Overview

The remainder of the SRS includes:

- An overall description of the SRS.
- Specific requirements of the OAE system.
- Classification of the functional requirements as either essential or desirable.

2. Overall Description

2.1 Product perspective

Modern sports enthusiasts who enjoy betting are faced with a multitude of online sports betting websites. It is important for them to achieve the best odds to better ensure their success. A web application which compiles all major sports betting websites and their lines is a powerful tool to achieve this.

2.1.1 User Interfaces

Odds and Events will be a web application that allows interactive and informative features.

2.1.2 System Interfaces

The Odds and Events web application to be developed uses The Odds API to obtain data from all major sports betting websites.

2.1.3 Software Interfaces

Odds and Events must run online using its database and API to keep track of data and obtain new data.

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
OAE_srs	

2.1.4 *Memory Constraints*

The Odds API only allows for a certain number of requests in a period.

2.1.5 *Operations*

Odds and Events will be easy to use for inexperienced to experienced sports betting enthusiasts. It will be easy and intuitive to understand and use.

2.2 **Product functions**

The Odds and Events web application will compare all major sports betting websites and their lines. It will offer graphs of specific lines and odds; it will show how the line has changed over a given period.

2.3 **User Characteristics**

Users are interested in sports betting. Users are knowledgeable of sports betting on a basic level.

2.4 **Constraints**

The system will ensure that registered user authentication is correct and secure.

3. **Specific Requirements**

3.1 **Registration**

3.1.1 *The web application loads upon the user visiting the URL.*

3.1.2 *The user shall be able to select login in the drop-down menu upon clicking the profile icon.*

3.1.3 *The user shall be able to select register in the drop-down menu upon clicking the profile icon.*

3.1.4 *Choosing the login option shall allow registered users to login via their Google account.*

3.1.5 *Choosing the register option shall allow unregistered users to register via their Google account.*

3.2 **Use-Case Specifications**

3.2.1 *Any user shall have the ability to visit the web application and navigate the site.*

3.2.2 *A registered user shall have the ability to change sports team preferences.*

3.2.3 *A registered user shall have the ability to save their preferences.*

3.2.4 *The database shall be able to store user preferences and retrieve data.*

3.2.5 *The web application shall be able to retrieve data from the Odds API.*

3.2.6 *The web application shall be able to use Google OAuth to login and register users.*

3.3 **Supplementary Requirements**

3.3.1 *A registered user shall have the ability to view real-time data.*

3.3.2 *The user shall be able to view the site from any web browser.*

3.3.3 *The user shall be able to view using browser on mobile device.*

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
OAE_srs	

4. Classification of Functional Requirements

Functionality	Type
The web application loads upon the user visiting the URL.	Essential
The user shall be able to select login in the drop-down menu upon clicking the profile icon.	Essential
The user shall be able to select register in the drop-down menu upon clicking the profile icon.	Essential
Choosing the login option shall allow registered users to login via their Google account.	Essential
Choosing the register option shall allow unregistered users to register via their Google account.	Essential
Any user shall have the ability to visit the web application and navigate the site.	Essential
A registered user shall have the ability to change sports team preferences.	Desirable
A registered user shall have the ability to save their preferences.	Essential
The database shall be able to store user preferences and retrieve data.	Essential
The web application shall be able to retrieve data from the Odds API.	Essential
The web application shall be able to use Google OAuth to login and register users.	Essential
A registered user shall have the ability to view real-time data.	Essential
The user shall be able to view the site from any web browser.	Desirable
The user shall be able to view using browser on mobile device.	Desirable

Odds and Events	Version: 1.1
Software Requirements Specifications	Date: 09/10/2022
OAE_srs	

5. Appendixes

None.