Odds and Events
Supplementary Specifications

Version 1.1

Revision History

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

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Supplementary Specifications

1. Introduction

1.1 Purpose

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

1.2 Scope

Odds and Events is a purely web-based application, so users do not install any app onto their devices. Any device with a web browser will be able to access and run OAE without issue.

1.3 Definitions, Acronyms, and Abbreviations

OAE   Odds and Events

TBD   To Be Determined

API   Application Programming Interface

DDoS   Distributed Denial-of-Service

1.4 References

None

1.5 Overview

The remainder of the Supplementary Specifications includes:

- An overall description of assumptions, usability, reliability, and performance specifications.
- System design constraints.
- Requirements for security and supportability.

2. Assumptions and Dependencies

Odds and Events assumes the user has Internet access and a standard web browser to view the web application. The system depends on the operability of The Odds API to retrieve the betting odds data from multiple sportsbooks. To store the data the system depends on the SQLite database. Google OAuth Credentials is depended upon for user authentication.

3. Usability

Odds and Events aims to be a user-friendly web application that can be accessed and used by any person who discovers it, regardless of familiarity with the application and web applications like it. General navigation of the web application will be available to any user who comes across it in a simple and easy to understand format. Signing up for an account with OAE is designed to be a simple and easy to understand process, however the user is required to have an established Google account in order to make an account with OAE.

4. Reliability

The Odds and Events web application aims to be available for user interaction and usage 98% of the time, with a Mean Time to Repair of 10 minutes.

5. Performance

The application can be accessed on any device that is connected to the Internet and has access to a web browser. The speed of how quickly pages of the web application load its data depends on the speed of the Internet connection. User initiated API pull requests will be timed out if response time goes beyond a predetermined time frame.

6. Supportability

While programming, class names will be named using Pascal Casing (example: MyClass), functions will be named using Camel Casing (example: myFunction), and variables will be named in lower case (example: variable). In order to keep the code more readable and visually pleasing, indentation will be made using the tab key rather than spaces.

7. Design Constraints

Programming languages used: JavaScript, Python, CSS and HTML for all system design content.

8. Security

In order to prevent system overload and DDoS attacks, a limit will be imposed on the amount of API pull requests any given user can make within a certain time frame.

9. Online User Documentation and Help System Requirements

On the Odds and Events web application, a help page will be provided to users acting as a guide to introduce users to the system and various related gambling terminologies.

10. Interfaces

10.1 User Interfaces

TBD

10.2 Hardware Interfaces

All components must be able to operate on a personal computer.

10.3 Software Interfaces

TBD

10.4 Communications Interfaces

TBD

11. Applicable Standards

TBD