

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 13

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description

The domain that we're going to model is a betting platform on basketball games. Our platform will focus on data regarding the bets that bettors place on basketball games. This includes things like the types of bets that a given bettor places, betting odds that a bookmaker creates, results of said bets and information on the teams, players, and leagues (e.g. NBA, NCAA, or G-league).

Benefits & Functionality

The database supports the relationship between bookmakers and bettors in successfully creating and placing bets. The database also provides a comprehensive directory of basketball statistics including game, player, and team statistics so users can create and place suitable bets as they please. To avoid negative account balances and debts, bettors can only place a bet if the user has enough to pay for the bet and the bookmaker has enough balance to cover it. When a user places a bet, their max potential loss is taken out from their account and put into escrow with the admin, who then releases it based on the results. For a spread bet, a user could place \$500 on the outcome of the game, but the user would need \$500 in their account to place the bet, and the bookmaker would need the same amount available to cover it in case the user won. Bettors and bookkeepers can view their account balance as well. Bettors are able to not only bet on which team wins but are also on player performance (e.g player X scores A amount of points in this game. We have restricted that bets can only be placed on outcomes in a single game and are not allowed to spread bets over multiple games as this could expand the scope of the project beyond feasibility for this course.

Tech Stack

This project will be done using UBC CPSC department's Oracle database system and PHP. We do not anticipate using any special software or hardware.

