**Problem**

Currently, there are plenty of sports betting websites in the world. The problem with all of them? We can only bet against the casino, and not against our own friends! My proposal is to construct a web application that allows users to successfully bet on sports games with each other. The application will allow users, no matter of their age; knowledge or location, to make bets with other users based on who they think will win a sporting event. The application will encompass but not be limited to the National Basketball Association.

I’m going to be using the platform Django to construct my application. The application depends a lot on three stand-alone programs, called games, game results, and bet results. All of these programs use BeautifulSoup, a module that assists with web parsing to get the game information from the internet. The games program parses through sports websites and displays all the live sporting events of the day, showing the teams that are playing, the spreads on the games, the time of the game, and the option to bet on the game. This program should be run at the beginning of the day to get all the games that are happening later. The game results program should be run at the end of the day. Just like the games program, this parses through the same websites and stores the results in a database, storing the points that each time scored. Finally, the last program, bet results, uses the bet information made by users earlier in the day along with the game results to calculate who won or lost the bet.

Along with three stand-alone programs, this application will display a login and registration page that allows each user to have their unique identity when betting against other people. In addition, these features include:

* A Friends feature that allows users on the application to “add” each other before making bets, ensuring that users know each other and cannot make random bets with other users also using the site
* A basic profile page that displays information about the user
* A page displaying the history of past bets and the bets made with other people, along with the results
* An actual platform for making bets for certain teams, both with straight up bets and bets against points.
* A results page that shows who won the bet, and by how much. Also shows the win/loss or consequences that went along with the bet.

All of these features are going to involve using the standard format of Django, using models, views, forms, and using HTML and CSS to display the information in a visually appealing way. The way the format works is that the models files for each part of the application are used to create tables in the database. The views python files connects information from the models to the forms files, which are basically files needed to display user-enterable tables. The url files connect the html files to the appropriate views files so that the information can be properly displayed.