**Project Proposal**

My proposal is to construct a web application that allows users to successfully bet on sports games. 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. The application will have many features among which include

* Login and registration page that allows each user to have their unique identity when betting against other people
* 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.

Overall, the modules and technologies I plan to use include

* Django, a basic platform for webapp development
* BeautifulSoup, a module that assists with web parsing to get the games from the internet
* MySQL Lite, a database that is necessary to store information about games, betting information, and results.