Project 1 Documentation

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Gambling Tracker

Interview Summaries:

Before beginning the project, I conducted verbal interviews with two of my roommates, who gamble often. Both interviews went in the same direction. I asked them if they would use a site to track their gambling habits, not for win/loss numbers, but for their sanity. Their responses were unenthusiastic and uninterested. We came to an understanding that if they were to use something like a “sanity” tracker for gambling, they would like it to be simple and easy to use.

Sketching:

When I started the project, I completely forgot to sketch out my interface before I made it. That is completely my fault.

Feedback:

When I completed this project, my roommates took a quick look at it. I took way too long to ask them for feedback (due to schedule issues) so they only got to see the final product that I submitted. They said that it was fine, nothing special, but usable.

Description:

The goal for my project was to create a very simple interface to help people who gamble keep themselves in check. The features are straightforward, a user logs how much they bet on a given day, logs what they bet on, and logs the result. When results are logged, the interface displays the entry and a graph of the win/loss underneath. The first page lets a user enter their name to “log in” and then it opens this.

A screenshot of a computer

AI-generated content may be incorrect.

The code uses a chart.js import for the chart, but besides that is structured like a normal, basic interface. The project is split into two parts, App.svelte and Chart.svelte. App.svelte contains all of the elements that aren’t the chart. The Chart.svelte file is separated to make it more readable.

I used chatgpt5 mostly for the chart. I was struggling to get it imported and had no idea what I was doing wrong so I asked gpt for help. I also used chatgpt to help set up the live link of this site.

There is a lot of potential for future work. Since the purpose of this is to help gamblers to control how much money they’re gambling, there could be an addition of a “mood” checklist to give the user a check of their emotions. I started implementing this, but I waited way too long. I also ran out of time and didn’t notice that the chart does not turn red when you are in the negative (missed while testing).

Video:

