

MINAMAX PROJECT

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Predicted steps of the project

- Following the django didactical to create the structure of our website
- Testing the base structure
- Creating a logo
- Creating a system to add an event
- Adding the possibilities to bet on linked with an event
- Adding a system of points (a money to bet)
- Creating a signup page
- Creating a login page
- Creating a profile page with the points of the user on it
- Coding the system of betting and the gestion of the points attributed after betting.
- Managing the ergonomic of the website

Realized steps of the project

24 December 2023 :

- Followed the Django didactical to create the structure of our website
- Created a logo
- Changed the names of the variables by default on Django to adapt it to our project

9 January 2024 :

- Added the possibilities
- Testing the creation of an event named “cartel” and a possibility linked to it
- Solving issues linked with the names of the variables we changed (a lot of commits with multiples names)
- Created the login and signup pages
- Edited the front page of the website
- Started to organize the ergonomic of the website

16 January 2024 :

- Solving a merge conflict linked to the work of the past week
- Created the page for the admin to enter the result of an event
- Coded the system to attribute the points to the users after the result of an event

21 January 2024 :

- Changed the style of the pages to make it beautiful

23 January 2024 :

- Solved an issue linked with the page of the possibilities to bet on