



# Application Development for Mobile and Ubiquitous Computing

## Seminar Task Second Presentation

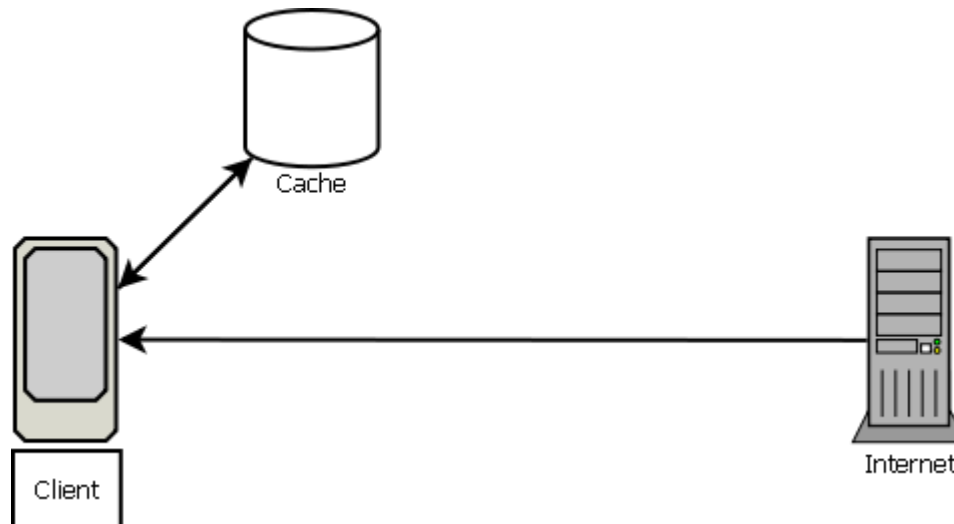
Team 9

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- A game for sports fans
- And a definitive proof that you can't beat betting companies... or can you?
- Bet virtual money, lose virtual money
- Also, win virtual money 😞
- Bet on 16 sports with 75+ online bookmakers
- Choose from major tournaments or some of the most obscure leagues in the world

- Start a new game
- Select your starting balance and currency
- And start betting...
  
- Choose a sports event, select the result you want to bet on
- Select the amount of „money“ you want to bet
- Make a bet!
  
- When your balance reaches zero, you know you probably shouldn't try this with real money.

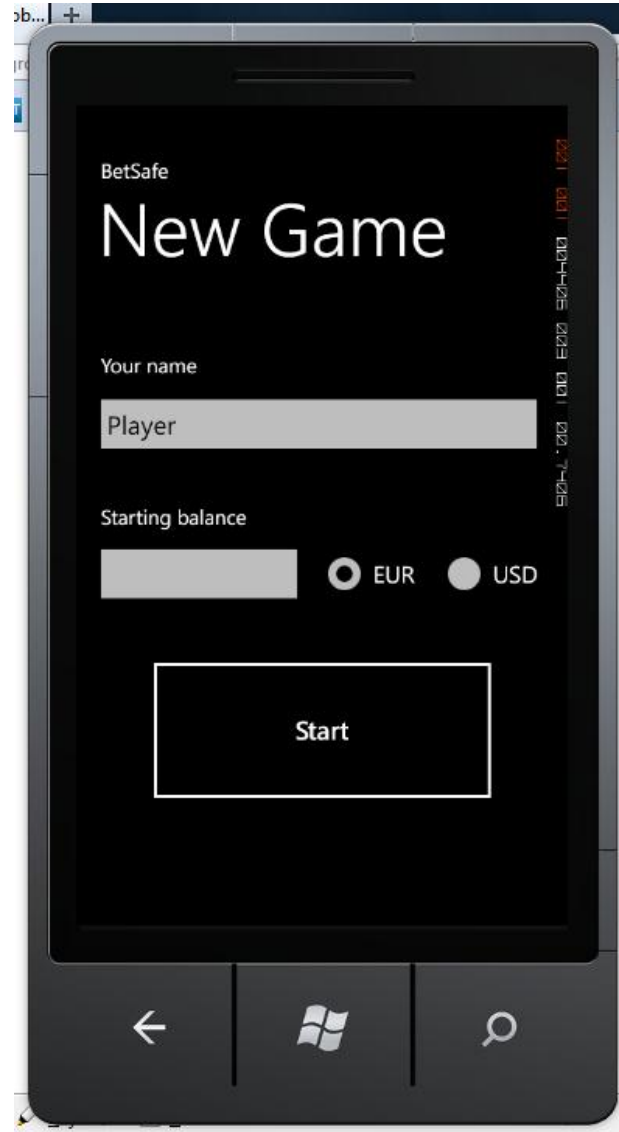
- .NET Silverlight for Windows Phones, C#
- Data is scraped from the web
- Saved games are stored locally in an XML file



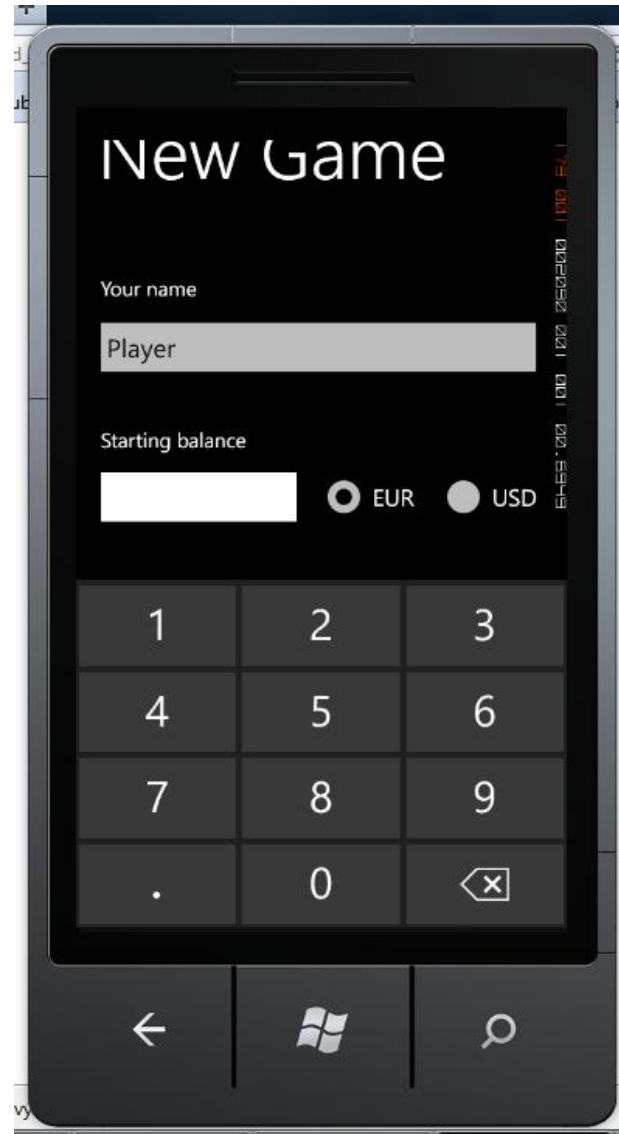
- Welcome screen



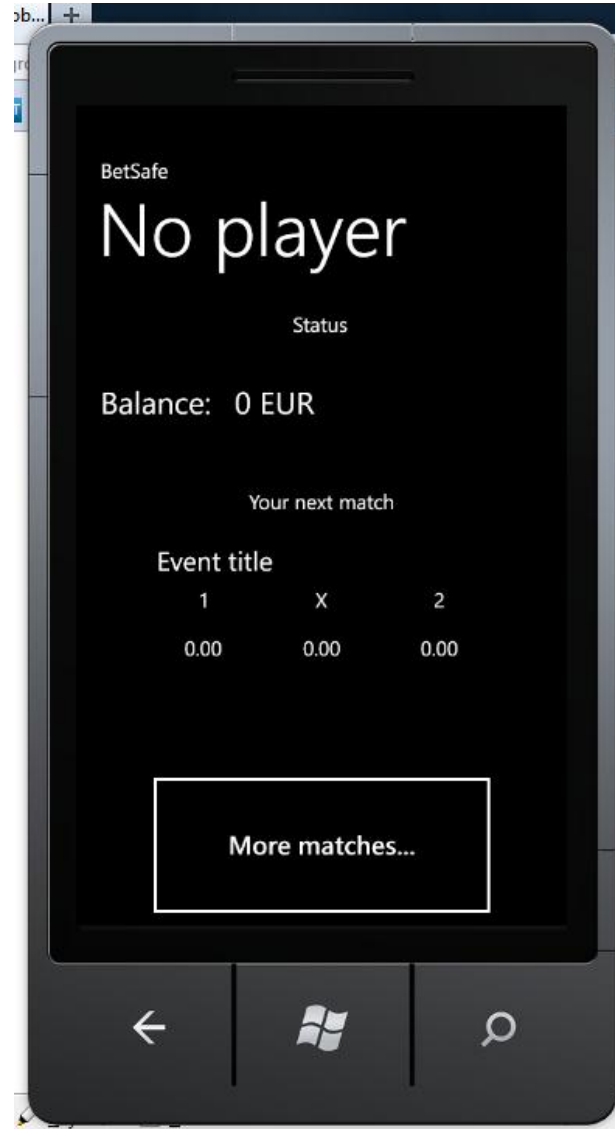
- New game screen
- Player inputs his name, default currency



- New game screen
- Interactive UI
- No code necessary, framework feature

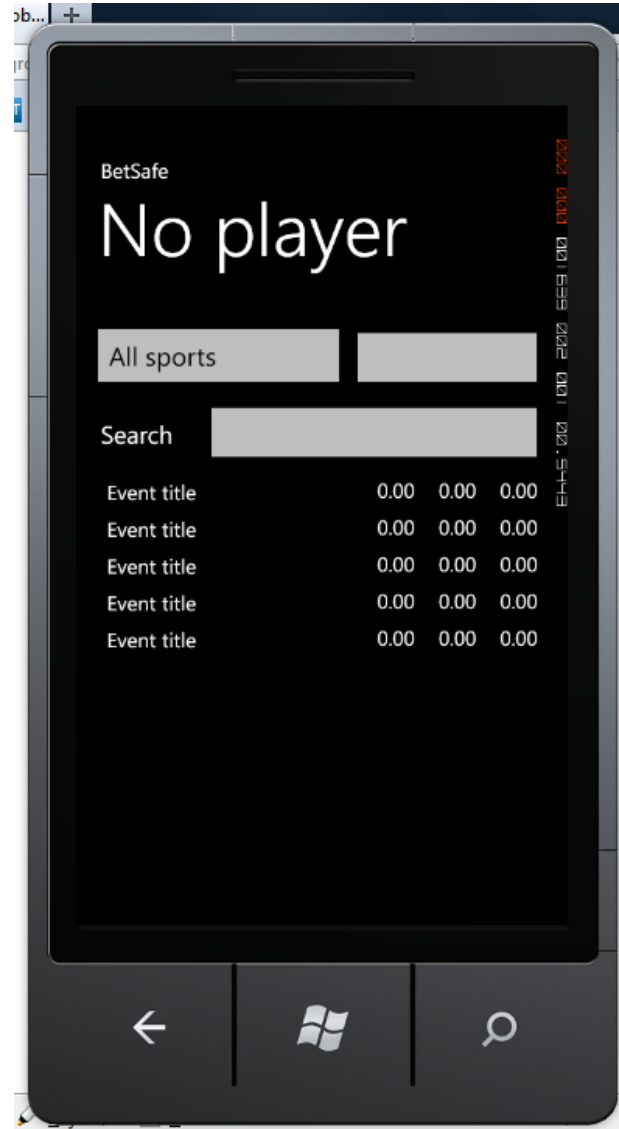


- Game overview screen
- Players sees his balance, his upcoming matches





- Game search
- Players can filter upcoming events by sport, date or fulltext



- User can get disconnected
- Application can cache odds data, but
- Bookmakers update their odds all the time, so the app can't always rely on the cache
- When disconnected, the user can make a tentative bet: specify a bet that is stored in the cache, and upon reconnection, the app checks whether the odds are still valid
- If so, app makes the desired bet
- If not, app asks the user what to do

- Step 1: GUI prototype
- Step 2: Application logic
- Step 3: Crawler
- Step 4: Testing
- Step 5: ?
- Step 6: Profit