

TALLINN UNIVERSITY OF TECHNOLOGY  
School of Information Technologies

Koit Oras 202836IADB  
Martin Õunap 240705TAF

# **SOCCER PREDICTIONS APPLICATION**

Web applications with C# course project

Supervisor: Andres Käver

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## **Author's declaration of originality**

I hereby certify that I am the sole author of this thesis. All the used materials, references to the literature and the work of others have been referred to. This thesis has not been presented for examination anywhere else.

Authors: Koit Oras and Martin Õunap

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# 1 Overview

The goal of this project is to create an application where group of people can make predictions on soccer results and compete with each other. It solves the problem that there is no available platform where only group of friends can participate in betting and do it for free.

There are currently tons of online betting platforms where you can make bets on sport events for money and there are also some platforms where to do it for free, but none of them are limited to some group only.

In this application only registered users can make predictions and view participants of betting. Registering is restricted by knowing invite code and this code can be distributed among friends and friends of friends or workplace colleagues etc.

Betting in application is limited for only one championship at a time for example FIFA world cup 2022 Qatar or UEFA euro 2024 Germany, but it can be used for other tournaments like Champions League. For any new tournament old data will be discarded and new participants are registered.

All betting is done for exact game score and there are no other betting options. Predictions are divided into different levels of championship. First level includes every teams first game, last level includes final and 3rd place game etc. Betting for current level ends when first game starts in current level. Each participant can make only one prediction on one game, but until prediction level has not closed, current prediction can be changed.

Admins responsibility is adding new games into schedule and after game ending inserting game outcomes. System will generate participants points based on game scores.

Points are given to participants according to their predictions. Exact score prediction earns 5 points. Predicting right winner gives 1 point and if the goal difference is also correct will earn 2 extra points. Betting on draw but not exact score will give always 3 points.

As result of prediction points leaderbord is formed and always accessible for participants.

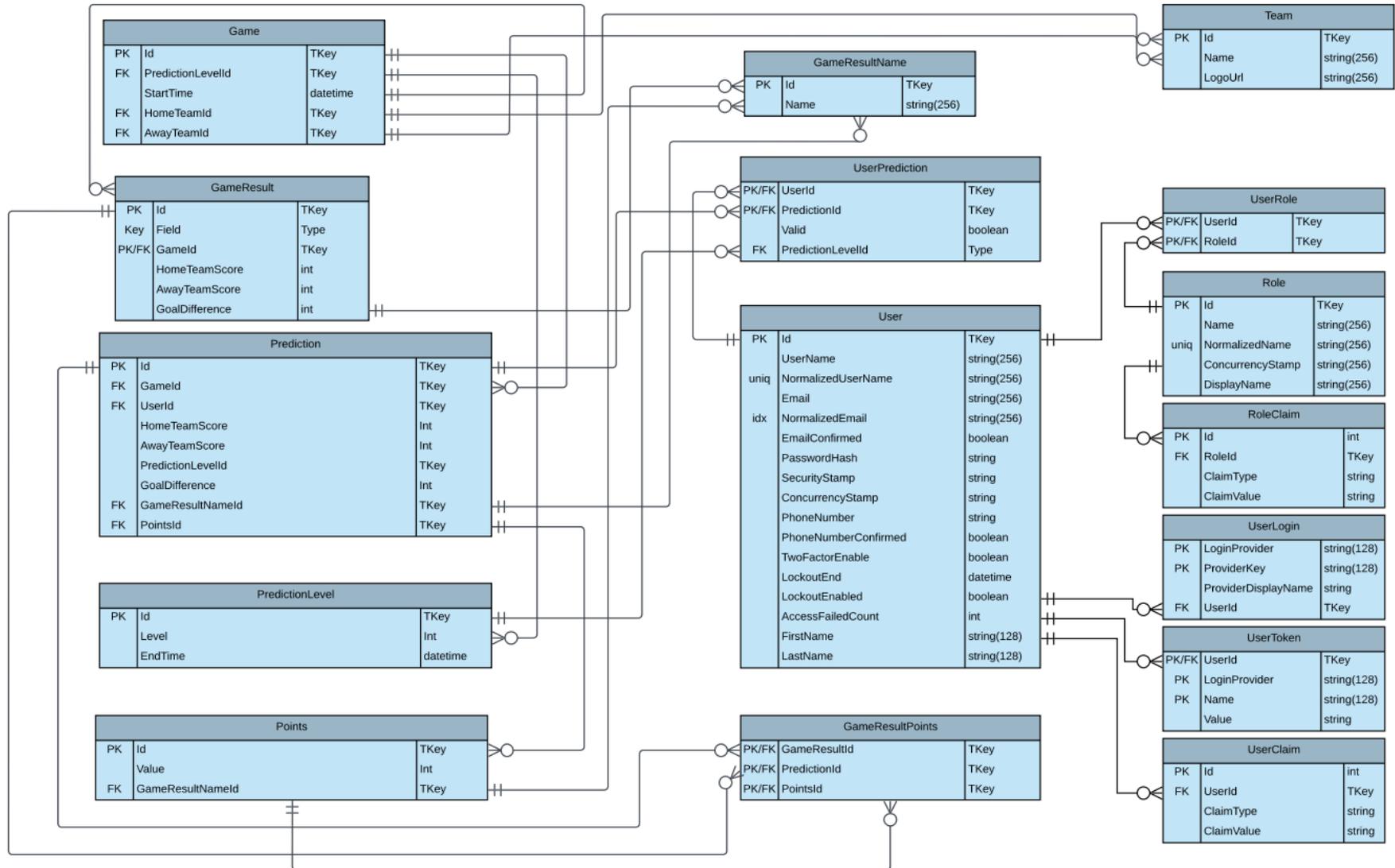
## 2 ERD Schema and analyses

There two types of users in betting system – participants and admins.

Admins are creating new championships and deleting previous championships data from system. For new cup new registering code is also generated by admin and old participants data erased. They insert timetables for match events and dividing championships into separate prediction levels. Usually world cup consists of 7 levels: every teams first game, every teams second game, every selection group last game, 1/8 finals, quarter finals, semifinals and finals. This structure is adjustable for admin for different type of championship can be adjusted accordingly. During championship after each game ending, admin inserts game results to database and system can generate points for correct predictions.

Participants are main type of users using the betting system. After admins have created new championship data and shared invite code, participants can register on application and take part in betting. On registering invite code is required to keep unwanted participants away and only invited people can take part. When participant have registered they can make their predictions for the first level of predictions. Participants can change their predictions before first game on current prediction level has started. If participant is registered and not entered predictions before level closes, he/she will not earn points for current level, but can still take part in later levels. For every game exact score for normal time is predicted. Overtime and penalties after overtime is not counted so for example final games draw is also possible although in reality - there is always winner in final game.

Points structure is: 5 pts for exact score, 1 pt for correct winner and 2 pts for correct goal difference. For correctly predicting draw it is always 3 pts minimum. After each event and scores added by admin – points are given by system to participants and leaderboard is formed which is visible for all participants.



### 3 Participant positive flow screens

UEFA  
**EURO2024**  
GERMANY

Register Log in

Predictions  
Leaderboard  
Schedule  
Rules

Register

Firstname:

Username:

Invitecode:

Email:

Register

- [Predictions](#)
- [Leaderboard](#)
- [Schedule](#)
- [Rules](#)

[Log in](#)

Username:

Password:

[Log in](#)

Predictions

Leaderboard

Schedule

Rules

Predictions

Time before round closes: 485 days

Save



VS



3

VS

1



VS



2

VS

0



VS



1

VS

4



VS



0

VS

1

- [Predictions](#)
- [Leaderboard](#)
- [Schedule](#)
- [Rules](#)
- [New Cup](#)
- [Add result](#)
- [Add game](#)

Results entering

Add result

	VS		<input type="text" value="3"/>	VS	<input type="text" value="1"/>
	VS		<input type="text"/>	VS	<input type="text"/>
	VS		<input type="text"/>	VS	<input type="text"/>
	VS		<input type="text"/>	VS	<input type="text"/>