

Requirement ID	Description	Story Points	Priority	Sprint Number
1	Brainstorm an algorithm that would accurately predict the outcome of an NFL matchup based on the given spread. Figure out what data we will need to collect on a weekly basis.	2	1	
2	Create an machine learning algorithm that would accurately predict the outcome of an NFL matchup based on the given spread and updates as the game goes on.	8	4	
3	Brainstorm an algorithm that would find abnormally favorable NFL matchup based on the given money line. Figure out what data we will need to collect on a weekly basis.	2	13	
4	Create an algorithm that would find abnormally favorable NFL matchup based on the money line and display that bet to the user as a highly favorable bet to take.	8	14	
5	Figure out how we are going to be collecting the data. What language we will use and what our source of data will be (i.e. webpage, database).	1	2	
6	Create new database for NFL and NCAA specific teams, spreads, moneylines, and any other useful information that would increase the accuracy of the algorithm itself.	2	5	
7	Fill said data base with NFL and NCAA specific teams, spreads, moneylines, and any other useful information, as well as verify it is running correctly. This would include using the teams as an object to hold said information	3	6	
8	Create a simple front-end website with Node.js that allows users to log in and lists a number of spreads/lines for NFL games.	5	10	
9	Extend the NFL algorithm to NCAA teams and either optimize the NFL code to work hand-in-hand with the NCAA code or write a new algorithm just for the NCAA teams.	5	12	
10	Periodic checks where we attempt to improve our algorithm by looking at the current accuracy and try and figure out if we can increase our accuracy.	3	15	
11	Create and implement a system for the user interface to charge users for subscriptions to see our picks. This would include a tier list where some can pay extra for more picks per week	5	16	
12	Create a success tracking method that calculates what our accuracy is and how much money would have been made or lost if every bet was placed.	3	7	
13	Display the time, channel listings, and live score for each game that a user bets on.	2	17	
14	Create database for storage and retrieval of usernames and passwords to enable personalized content on webpage.	13	8	
15	Encrypt passwords rather than storing them in plaintext. Each user's data should be private and only accessible to them and the site admins as necessary.	13	9	
16	Brainstorm method for quickly detecting and placing arbitrage bets, particularly for live betting lines. This is a much more difficult algorithm than the ones previously mentioned. If we can figure out a way to implement this, the software would have to be running constantly as opposed to once a day/week. If not, then we will leave it out.	21	18	

17	Get team names for NFL teams and NCAA teams. Also grab .png formatted team logos for the front end module.	1	3	
18	Create a section where a user can track their own success by logging each pick they make. They can look at their net gain or loss as a result of our picks	8	11	
19	Optimize and troubleshoot the code to ensure that there are no memory leaks, see if we can improve runtime, and check that we have no mistakes in our calculations.	13	21	
20	Figure out how to advertise to outside clients and make them buy our project as a sports betting model.	1	20	
21	Build a notification center that displays results from won or lost bets with gain and loss amounts displayed. Will also display a selection of bets identified as favorable by our algorithm.	8	19	