



BetLiquid (Team 8)

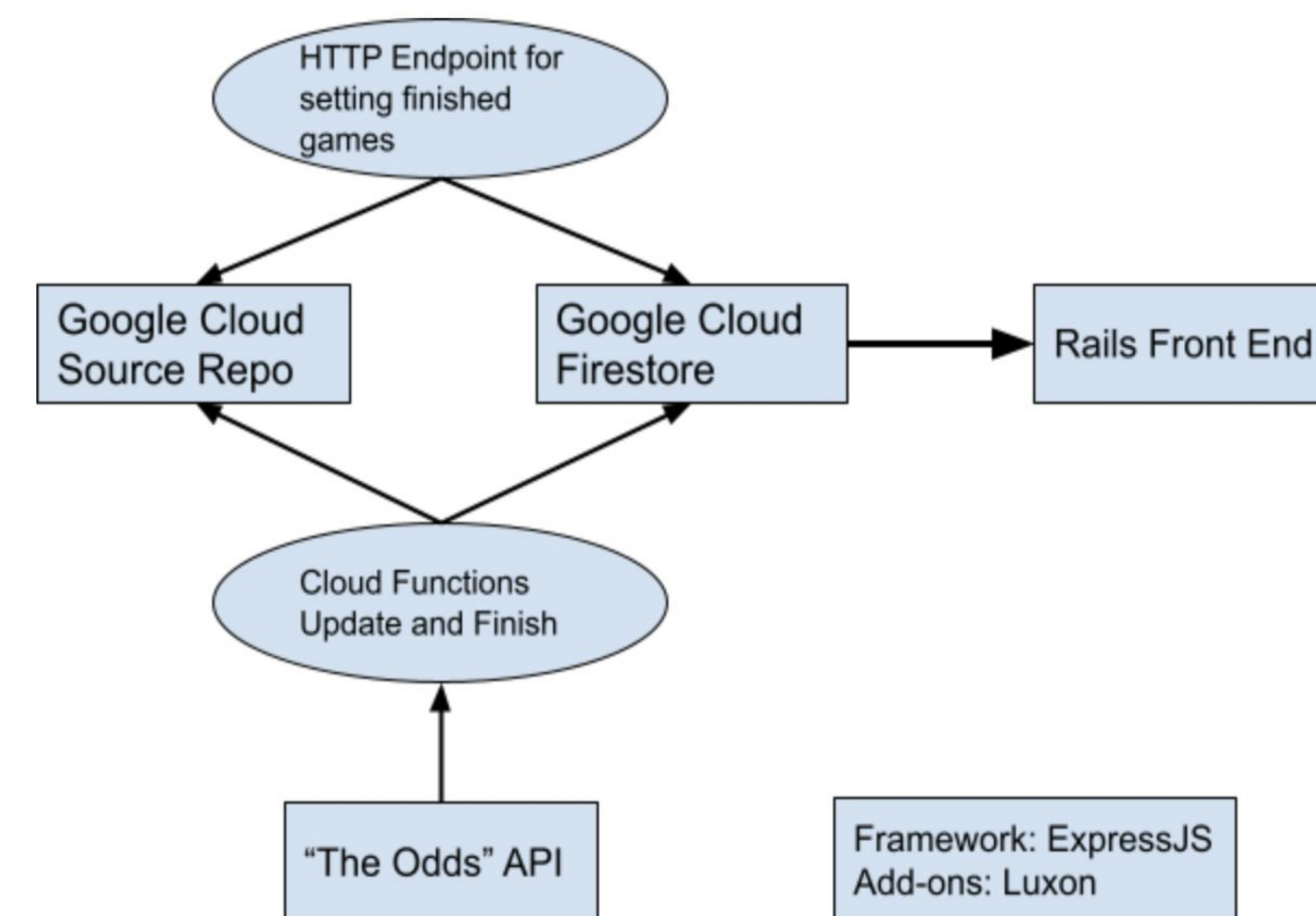
Justin Schreiner (CS), Thomas Angles (CS), Aris Vinsant (CS), Beau Hodes (CS), Cole Adam (CS)

Description & Purpose

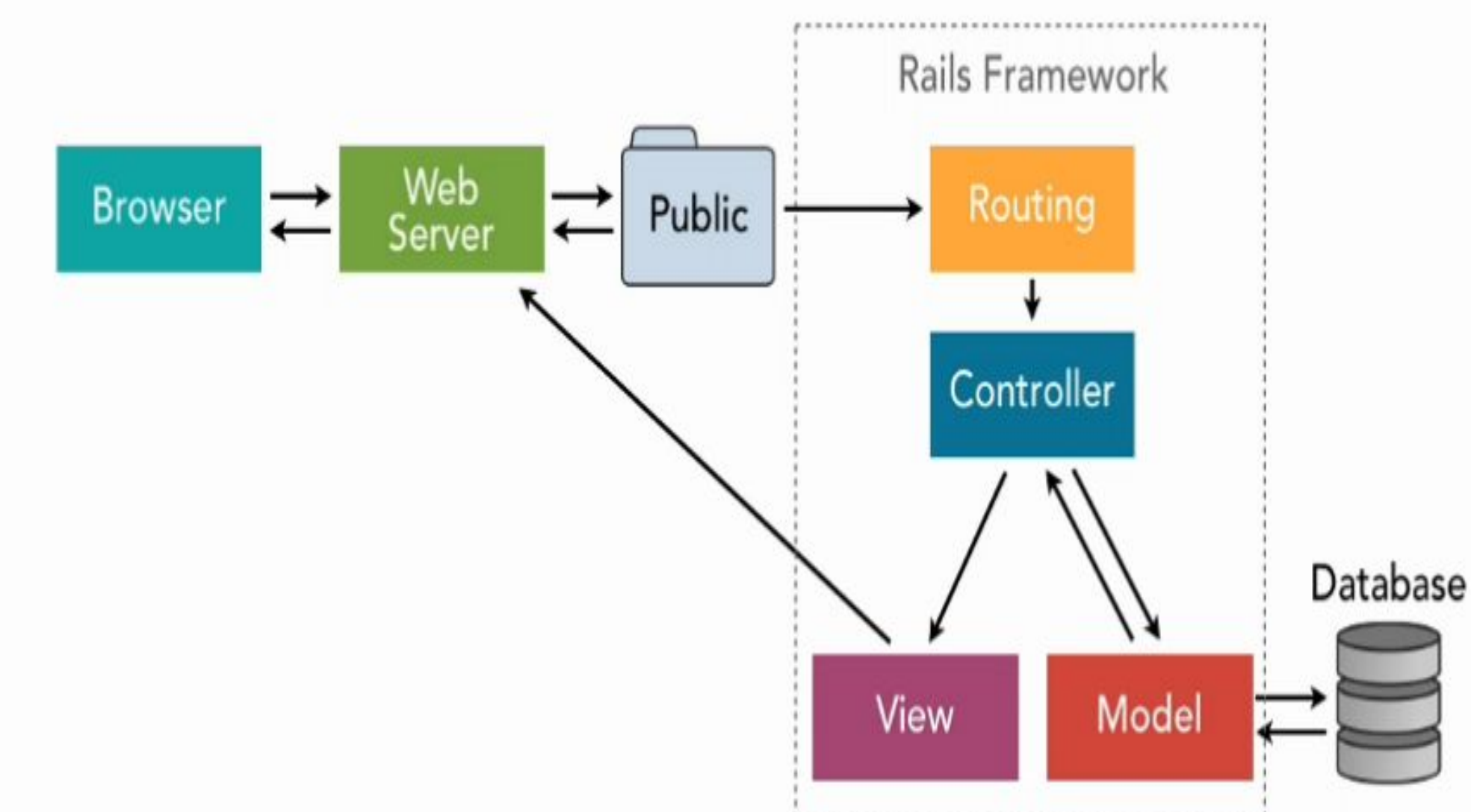
- BetLiquid is an online exchange-based betting platform that allows users to predict the outcome of an event by buying shares in the end result.
- Traditional betting services are static and not user friendly because they have very high margins for the casino and do not provide sufficient liquidity for users to move in and out of their bets at will.
- BetLiquid provides lines for all collegiate and major American sports leagues, as well as other events.
- Our platform converts traditional American sports betting lines into implied probabilities of an event happening.
- Our users are able to purchase theoretical “shares” in an outcome with prices between 0 cents and 1 dollar that correspond to the implied probabilities that we receive from traditional sports books via an API call.
- As a result, users are actively able to buy and sell shares corresponding to their predictions up to and throughout the duration of an event.

Graphical Representation

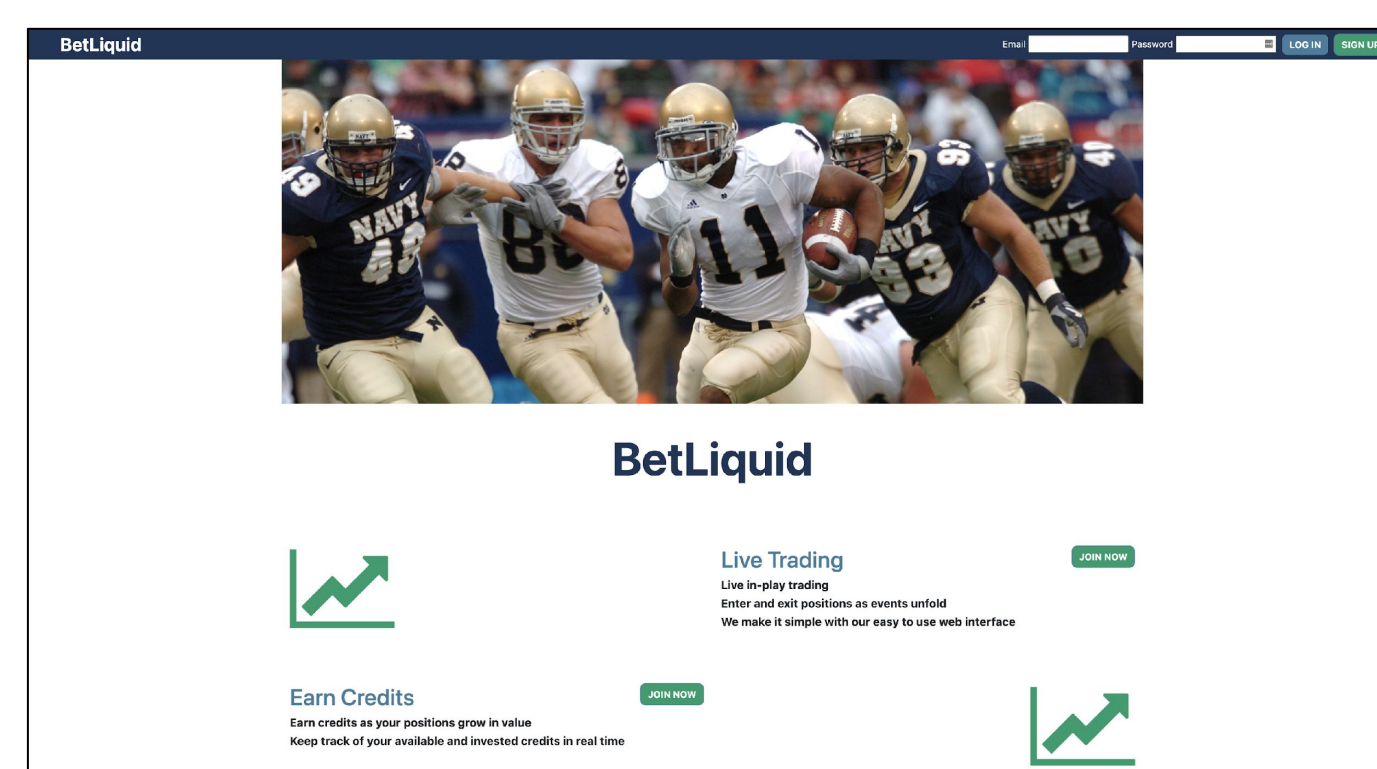
Back-End Diagram



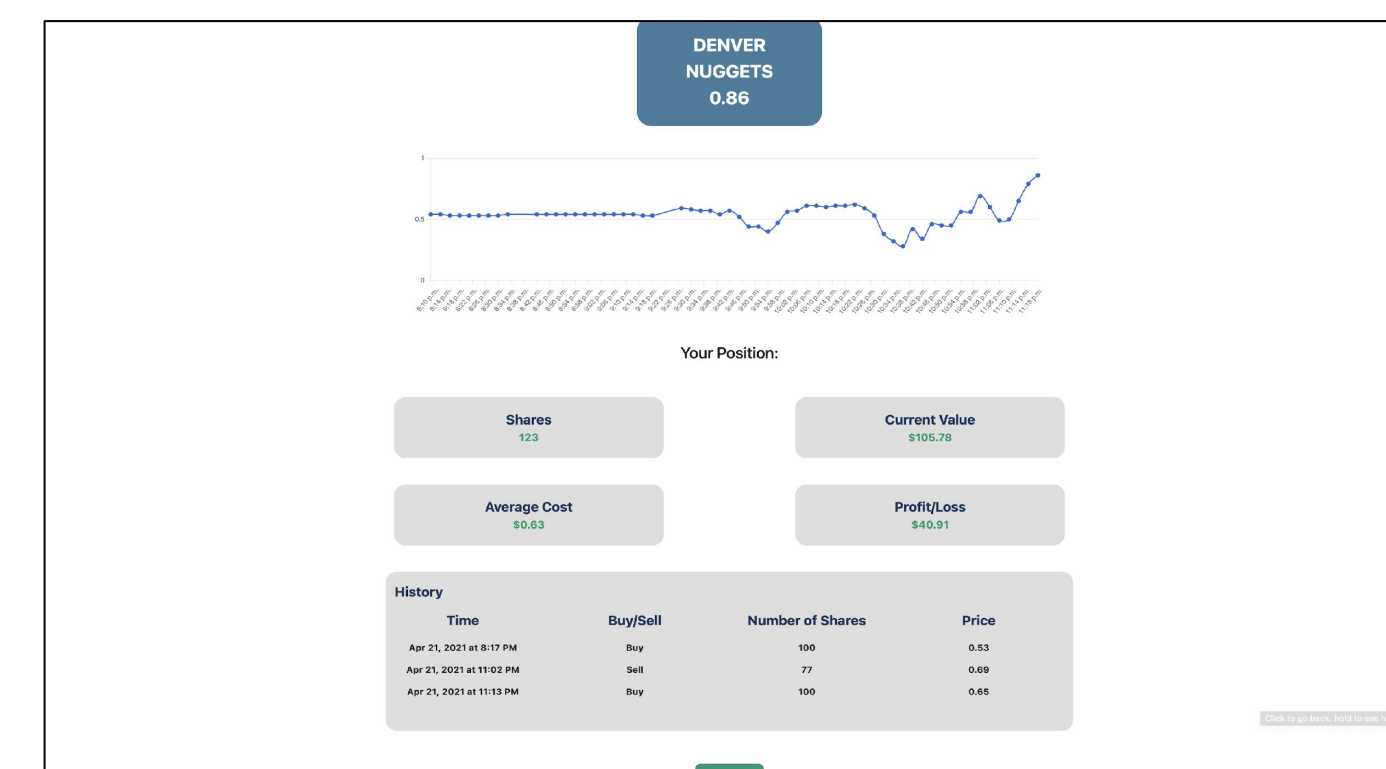
Front-End Diagram



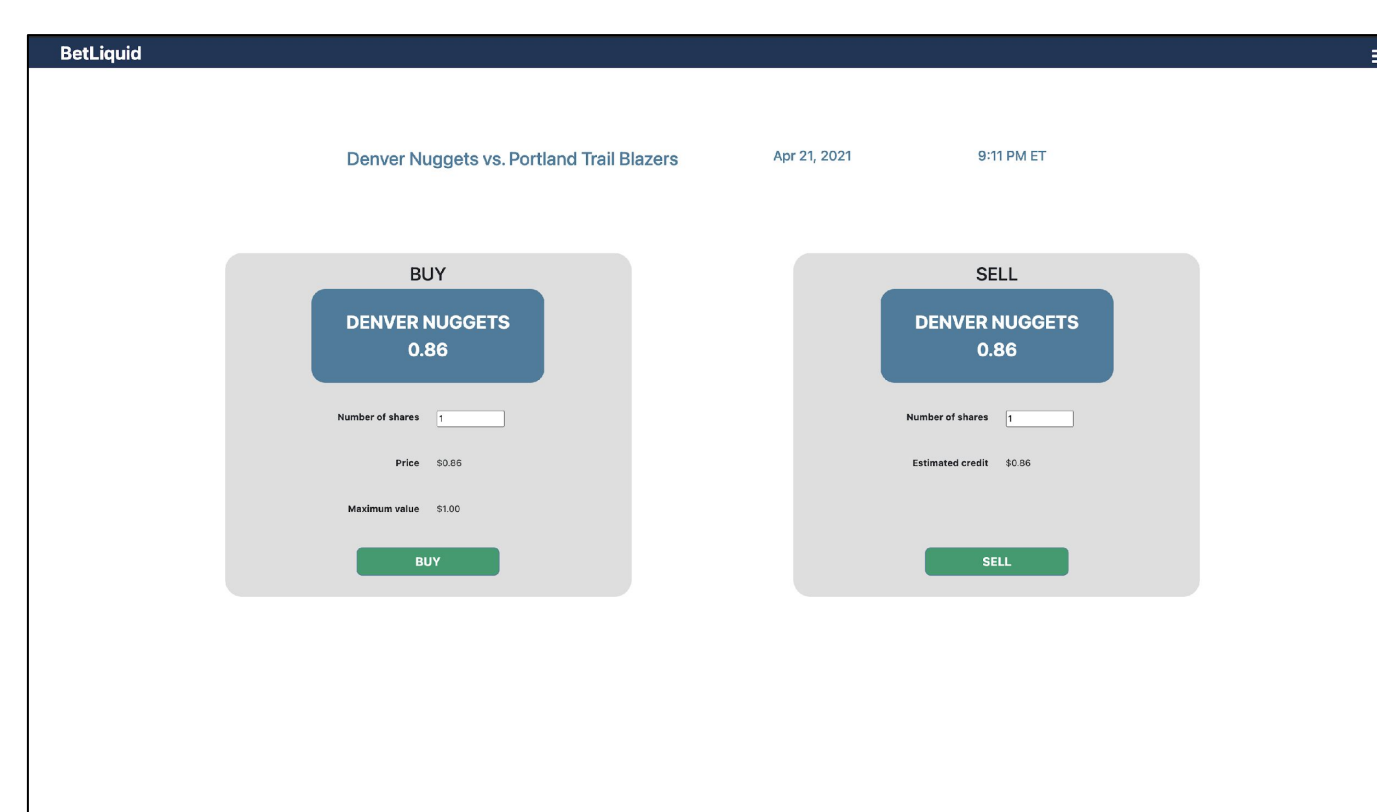
Design



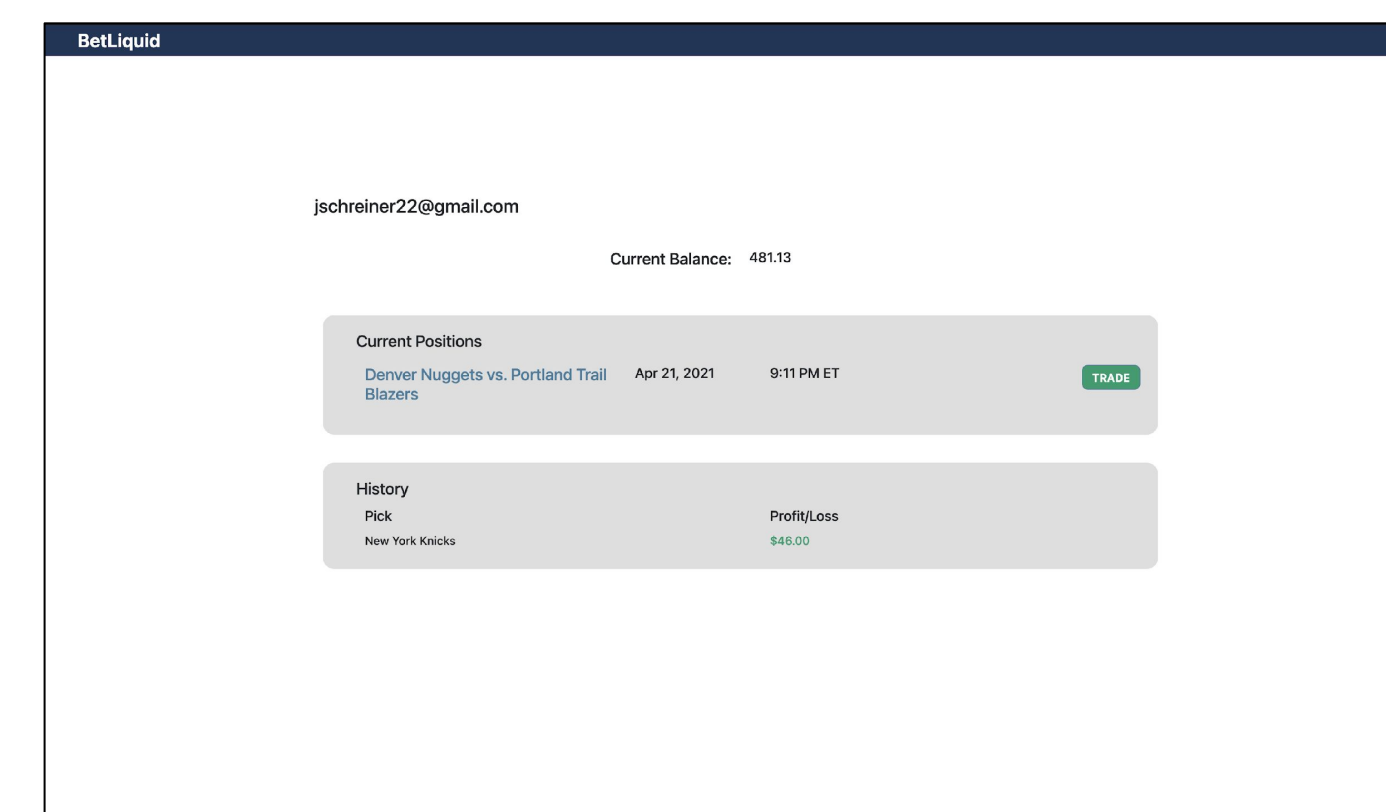
Landing Page



View a Position



Trade a Position



View Past and Present Positions

Ethical & Intellectual Property Issues

Ethical Issues: Obviously, betting in general gets a bad wrap. In order to ensure that our project contributes to society and to human well-being, we take a few steps:

- Implementing the ability to suspend or place wager limits on accounts that are showing signs of a gambling addiction
- Ensuring that we can direct users to applicable resources to get help if needed
- Creating a liquid, peer-vs-peer market in order to give users better odds rather than skewing them slightly like most major betting books do to make a profit
- Allowing users to participate as market makers which keeps spreads tight and provides liquidity

Intellectual Property Issues:

- We understand the need to obtain licensing agreements for legal use of certain designs, logos, or trademarks. This would be a future undertaking
- We ensured that none of our exchange-based technology is protected by intellectual property rights