p-UBet

Bet on your friends' goals

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Project Overview

This project aims to develop a social goal-betting web application, inspired by elements of fantasy sports betting, to help users achieve their personal goals through accountability, community, and stakes. The app will allow users to set personal goals, place monetary bets on their success, and invite friends or peers to bet on their challenges for monetary and social reinforcement. The app's unique angle blends gamification, social collaboration, and psychology to encourage habit formation and sustained motivation.

The project will span the semester, during which students will function as interns, working approximately 5-7 hours per week under 2 project manager's guidance. The primary objective will be to develop the app prototype, focusing on features like user goal creation, a betting and reward mechanism, and social sharing. The app will be iteratively designed based on user feedback collected throughout the development process.

High-performing students will gain experience in product development and the opportunity to interact with entrepreneurial-minded peers. Additionally, they will develop practical knowledge of gamification and app development, leaving with tangible contributions to a functional product.

Tech Stack

Frontend: Next.js (React.js) HTML CSS Tailwind
Backend: Node.js, Next.js
Database: PostgreSQL, Prisma ORM
Deployment: Vercel

Ethical Considerations

This app involves sensitive elements, such as monetary bets and public sharing of goals, which require careful guardrails to prevent misuse. Measures will be implemented to:

- *Ensure transparency about where money goes and how it's used in the app.*
- *Protect user privacy, with strict data handling and sharing policies.*
- *Avoid enabling unhealthy competition or wagering behaviors, encouraging responsible use.*

- *Build community guidelines to promote positive, supportive interactions.*
- *Team members are expected to uphold these principles and prioritize ethical app development practices.*

Team Structure

- *Target Team Size: 5 students*
- *Subteam Structure: 2 front-end focused (1 Designer), 3 back-end focused*
- *Organizational & Collaboration Frameworks: Outlook, iMessage, WhatsApp, GitHub, Notion*

Timeline

Week 1:

- *Finalize site feature list and development plan*
- *Set up project repository, database, and server*

Weeks 2-3:

- *Develop user account and goal creation interfaces*
- *Work on UI/UX, design and plan the app (Mostly frontend)*

Weeks 4-6:

- *Implement betting and rewards system (Back-end)*
- *Add social features (e.g., inviting friends, sharing goals)*
- *Midpoint check-in with feedback collection*

Weeks 7-9:

- *Refine user interface and experience*
- *Collect and analyze user feedback for final iterations*
- *Test and debug the app for deployment readiness*

Week 10:

- *Finalize app prototype and prepare presentation*
- *Present the project to peers*

Project Member Requirements

Students should be proficient in at least one programming language (preferably TypeScript or JavaScript). Prior experience with web development or UI/UX design is a plus. Minimum 2 CS courses, though this is a loose requirement if competency is demonstrated in other ways. Also, we encourage anyone who is passionate about design or entrepreneurship, regardless of their prior programming experience, to apply. We are looking for hard-working and open-minded people who are excited to contribute to our product. Expected commitment is 5-7 hours per week.