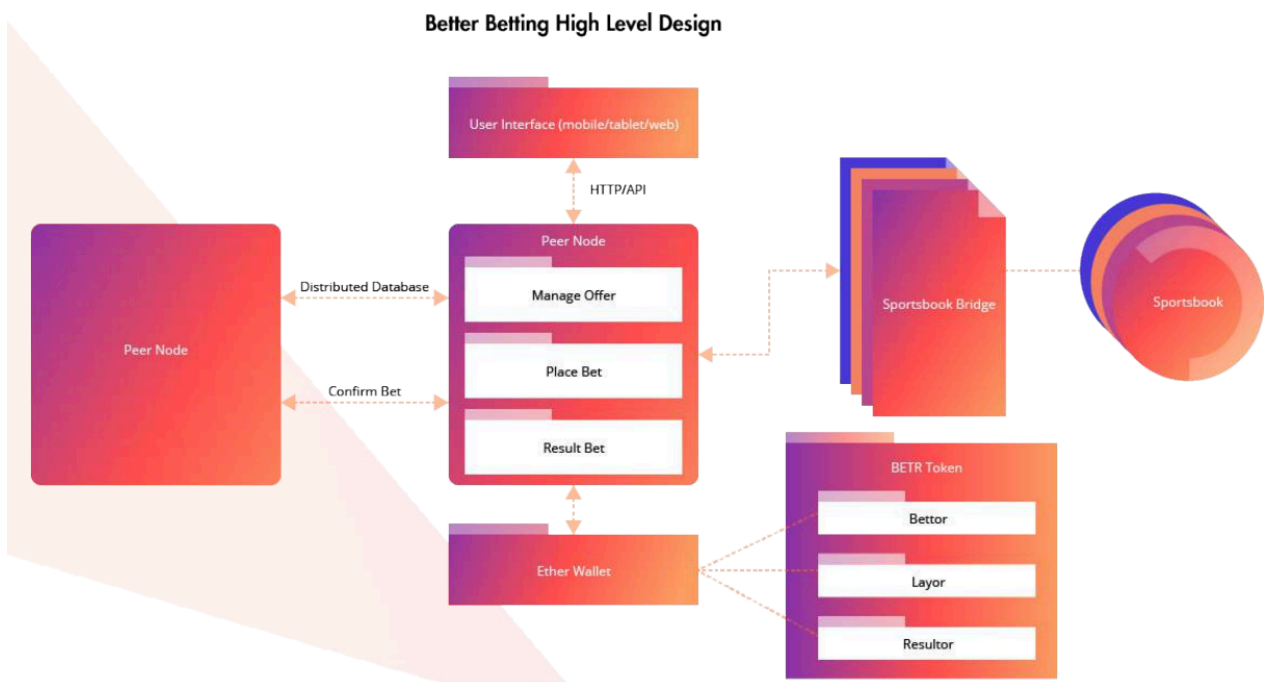




Better Betting API version 3.08

This document outlines the API for placing a bet via the Better Betting system.



There are a number of components in the overall system. This document contains a first draft of the API that will be offered by any instance of the Better Betting Node (BBN) to facilitate an interface with either the sportsbook bridge or a UX to facilitate betting. The BBN is referred to in the above diagram as the Peer Node.

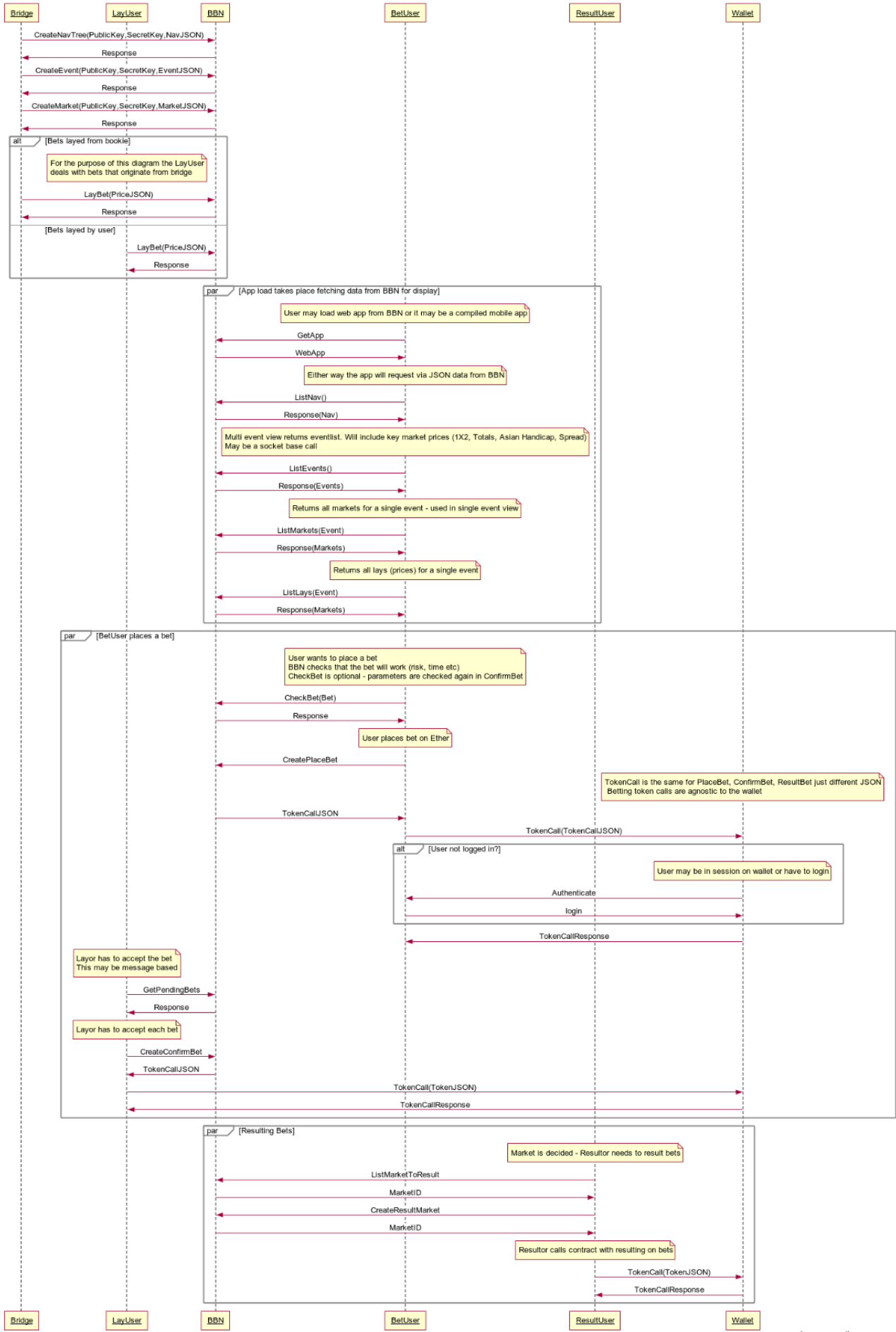
The sportsbook bridge is a distinct component that provides a link between existing data providers and/or sportsbooks and maps the data including lay-data from one to the other. It may incorporate its own Ethereum wallet in order to automate the ConfirmBet and ResultMarket API calls which take place directly on Ethereum. Note that these calls can also be invoked manually through interaction with any compliant Ethereum wallet to place authenticated token method invocations.

Markets and events will be supplied by Better Betting for the World Cup. Future iterations of this API will be enhanced with the ability for the API to create markets and events

Method of placing a bet

The following sequence diagram outlines the methodology for placing a bet.

BBN Interaction



Public Methods

ListNav

returns id-s of root NavElement-s

ListEvents

The first pass will only support request by NavElement : World Cup. Other filtering will be done by the client side javascript.

Interface

filters:

- by countryID
- by participantID
- by navElementID
- by marketID
- string timeRangeID

returns a list of all Events with participants, event time, parent ID, markets.

bad filter option

ListMarkets

- by NavElementID
- by eventID

Returns markets supported

ListLays

required uint layerID

filters

- by NavEntryID
- by marketID
- by participantID
- by resolverID
- by layerID
- by eventID

returns a list of layed Bets in a JSON format

ListKnownBBNs

returns a list of BBN addresses

Authenticated Methods

In general authenticated methods have to be invoked through a token call on Ethereum although not all result in a transaction on Ethereum.

LayBet

Lays a bet onto the BBN network on the behalf of the user. This is an authenticated method – authenticated via Ethereum authentication.

Interface

- required uint EventID
- required object[] LayData
- required string ResultorID
- required string LayerID
- optional object Params

LayData = array of

- required uint marketTypeid
- required object[] selections = array of
 - required uint selectionId
 - required string risk
 - required string odds
 - required string status (offered/removed/suspended)

LayerID is Ethereum public wallet address of the layer

returns

- BBN not active
- BBN returns OfferID (generated by the BBN)
- BBN too busy
- rejected unknown data

CreatePlaceBet

Creates JSON token call to reserve a bet on behalf of the Bettor. This would be followed by ConfirmBet.

Interface

- required string OfferID
- required uint EventID
- required object LayData
- required object PlaceData
- required string LayerID
- required string BettorID
- required string ResultorID
- optional object Params

LayData = array of

- required uint marketTypeid
- required object[] selections = array of
 - required uint selectionId

required string stake
required string odds

LayerID is Ethereum public wallet address of the layer

PlaceData = array of
required uint marketTypeid
required object[] selections = array of
required uint selectionId
required string stake
required string odds

BettorID is Ethereum public wallet address of the bettor

returns
JSON method call for token
Rejected unkown offerId

CreateConfirmBet

Creates JSON token call to confirm the bet placed by the bettor with PlaceBet call.

interface
required string OfferID
required uint EventID
object LayData
object PlaceData
required string ResultorID
required string BettorID
required string LayerID
optional object Params

LayData = array of
required uint marketTypeid
required object[] selections = array of
required uint selectionId
required string stake
required string odds

LayerID is Ethereum public wallet address of the layer

PlaceData = array of
required uint marketTypeid
required object[] selections = array of
required uint selectionId
required string stake
required string odds

BettorID is Ethereum public wallet address of the bettor

returns
JSON method call for token
rejected unknown data

ListMarketToResult

Returns a list of markets to result
Interface

required resultorID
optional marketID

Returns Array of
int marketID
string smartContractIndex

CreateResultMarket

Creates JSON token call to result a market on behalf of the resultor.

Interface
required int marketID
required int resultorID
required string smartContractIndex
required string bettorpayoutamt
required string layerpayoutamt
required string resultingOptions (not req?)
required string cryptSignature

returns
accept
smartContractIndex not found
marketId not found

Type Definitions

UINT EVENTID

Internal Better Betting ID for a specific event. These are fixed values and do not change. For the purposes of external IDs they are matched to internal IDs via a translation layer.

Only non-negative values.

UINT MARKETID

Internal Better Betting ID for a specific market. These values are correlated directly with a smart contract in the block chain but are not mapped directly.

These are fixed values. For the purposes of external IDs they are matched to internal IDs via a translation layer. Only non-negative values.

STRING LAYERID

Wallet ID of the layer

STRING BETTORID

Wallet ID of the Bettor

STRING NAVELEMENTID

Top level navigation element

STRING SMARTCONTRACTINDEX

Index into the smart contract array for the instance of the specific bet.

STRING STAKE

Amount of risk the party is willing to accept. This is a string value, non-negative.

STRING PRICE

The price associated with the layed bet. Stringified decimal values.

STRING OPTIONOFFERED

Option offered by the layer on a specific market. For example in 1x2 it would be one of 1:participantID,x, or 2:participantID.

STRING RESULTORID

Text value of the chosen resultor set by the layer. This can be the original layerID but not necessarily always equal. A 3rd party resultor may be nominated.

STRING LAYERID

Text value of the Layer party of a Bet.

STRING TIMERANGEID

Stringified value of a time range, or specific time.