

Fantasy Cricket Game

A Synopsis

Objective/ Aim:

It is an online game where you create a virtual team of real cricket players and score points depending on how your chosen players perform in real life matches. To win a tournament, you must try and get the maximum points and the No. 1 rank amongst other participants.

Software Requirements:

- Operating System: Windows 10
- Web Technologies: python
- Database: SQLite
- Softwares: SQLiteStudio, IDE

Functional Description:

- Game starts with the *Fantasy Cricket* window. Users can select the following options from the *Manage Teams* menu on the menu bar -
 - 1) New Team - On clicking this option *Team Name* popup box appears asking name of team as input. After entering the team name, the user can press the *OK* button. This opens a new *Fantasy Cricket* window with Team Name as given input.
 - 2) Open Team - On clicking this option *Select Name* popup box having a list of existing teams appears. The user can click on a radio button corresponding to the team name to be opened . This opens a new *Fantasy Cricket* window with Team Name as selected from the previous window.

- 3) Save Team - Once the new team is created, users can save the team by selecting this option. If a user does not save the new team and select other options then a *Save Team?* dialog box appears asking the user whether the user wants to save the team or not. Users can save the team by clicking on the *Save* button on the dialog box or can discard the changes by clicking on the *Don't Save* button. On clicking the *Don't Save* button the *Message* dialog box pops up showing a message (the message depends on the selected option) and the new *Fantasy Cricket* window gets close.
 - 4) Evaluate Team - A *Evaluate Score* window appears on selecting this option.
- Users can select players of different categories by selecting the appropriate radio button and then double clicking on a player name from the panel having radio buttons. Selected players are shown in another panel having a team name. Users can deselect the player name from the second panel by double clicking on it. *Points Available* and *Points Used* changes accordingly.
 - Final step of this game is evaluation. On clicking the *Evaluate Team* menu the *Evaluate Score* window appears. To evaluate score user has to follow the following steps -
 - 1) Select team from the *Select Team* drop down box.
 - 2) Select match from the *Select Match* drop down box.
 - 3) First two steps can be done vise versa.
 - 4) Press the *Calculate Score* button. Score of the team will be shown against the *Points* label.

Here is the score for your Fantasy Cricket Team !

Rules of the game:

1. Users can select only one wicket-keeper.
2. No two teams can be created with similar names.

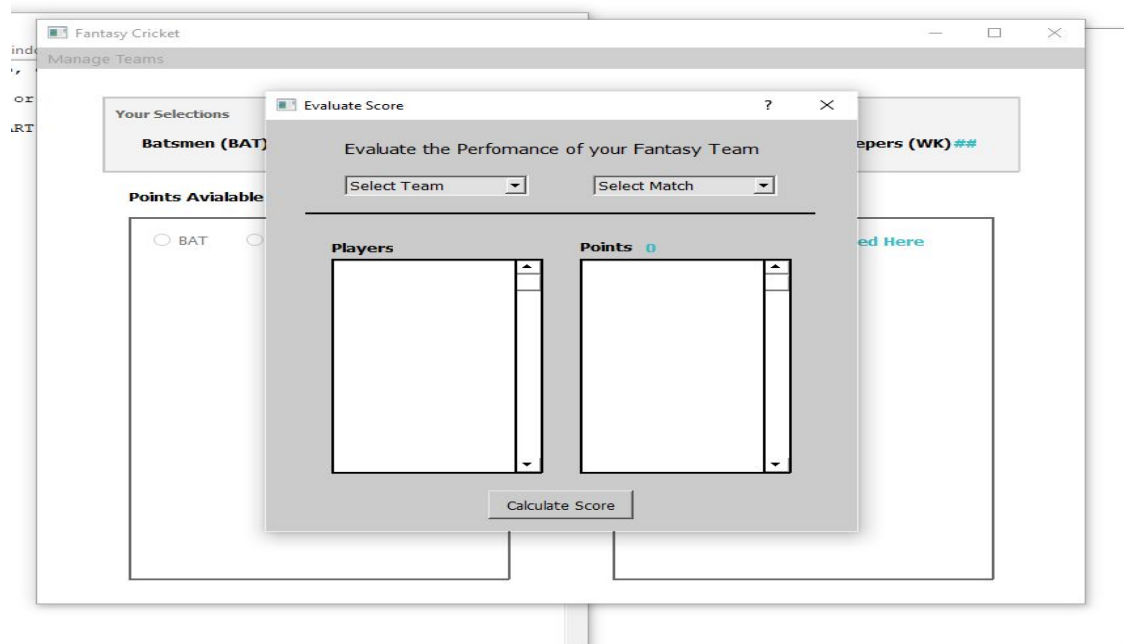
Game Structure:

Fantasy Cricket Window

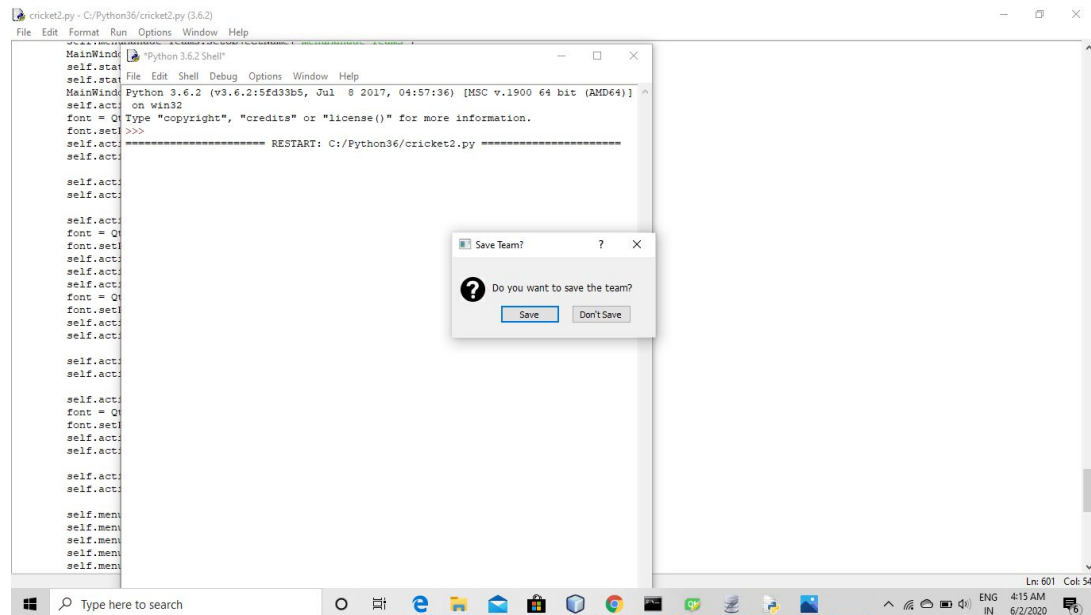
The screenshot shows a web browser window titled "Fantasy Cricket" with a sub-header "Manage Teams". Below the header is a section titled "Your Selections" containing four categories: "Batsmen (BAT) ##", "Bowlers (BOW) ##", "Allrounders (AR) ##", and "Wicket-keepers (WK) ##". Below these are two main panels. The left panel, titled "Points Available ##", contains four radio buttons labeled "BAT", "BOW", "AR", and "WK". The right panel, titled "Points Used ##", contains a label "Team Name" followed by the text "Displayed Here" in blue.

The screenshot shows the same "Fantasy Cricket" window, but now with selections. The "Your Selections" section shows "Batsmen (BAT) 0", "Bowlers (BOW) 1", "Allrounders (AR) 0", and "Wicket-keepers (WK) 0". The "Points Available" section now shows "275" and the "Bowlers (BOW)" radio button is selected. Below the radio buttons, a list of players is displayed: "Axar Patel", "Ravindra Jadeja" (highlighted in blue), and "Kedar Jadhav". The "Points Used" section now shows "75" and the "Team Name" is "Mumbai Indians". Below the team name, the player "Hardik Pandya" is listed.

Evaluate Score Window



Popup Windows



Project Work:

Coding part

The project contains following coding files -

- cricket.py and Cricket.ui - Main window (game starts here, all other files execute via this file.)
- cricket2.py
- cricket3.py
- team.py and team.ui
- evaluation.py and evaluation.ui
- fetch_team.py
- save_team.py and save_team.ui
- new_team.py and new_team.ui
- message.py and message.ui
- message2.py and message2.ui
- message3.py
- save_team2.py
- save_team3.py
- manofmatch
- open_team.py

Database

- Name of database - cricket.db
- Use - Data collected from all the forms in website is stored in this database.
- Tables - match, stats, teams
- Table structure -

stats (parent table) -> match(child table)

teams (a column is related to stats table but not a child table)

stats table

ID	player_name	matches	runs	no_of_100s	no_of_50s	value	ctg
Primary auto_increment key integer	string	integer	integer	integer	integer	integer	text

match table

player ID	scored	faced	four s	sixes	bowl ed	maid en	given	wkts	catch es	stumping	ro
Forie-gn key int	int	int	int	int	int	int	int	int	int	int	int

teams table

ID	team_name	players	value
Primary auto_increment key integer	string	Contains ids of players in the form of string and starts with a comma. varchar	integer
