

**A  
Synopsis  
On  
**CRICKET LIVE SCORE**  
Master of Computer Applications**

**Submitted By:**

**ARNAV SINGH - 2100290140036  
TARUN KUMAR- 2100290140141  
RAKSHIT TYAGI - 2100290140111  
SHASHANK TYAGI - 2100290140124**



**Submitted To:**

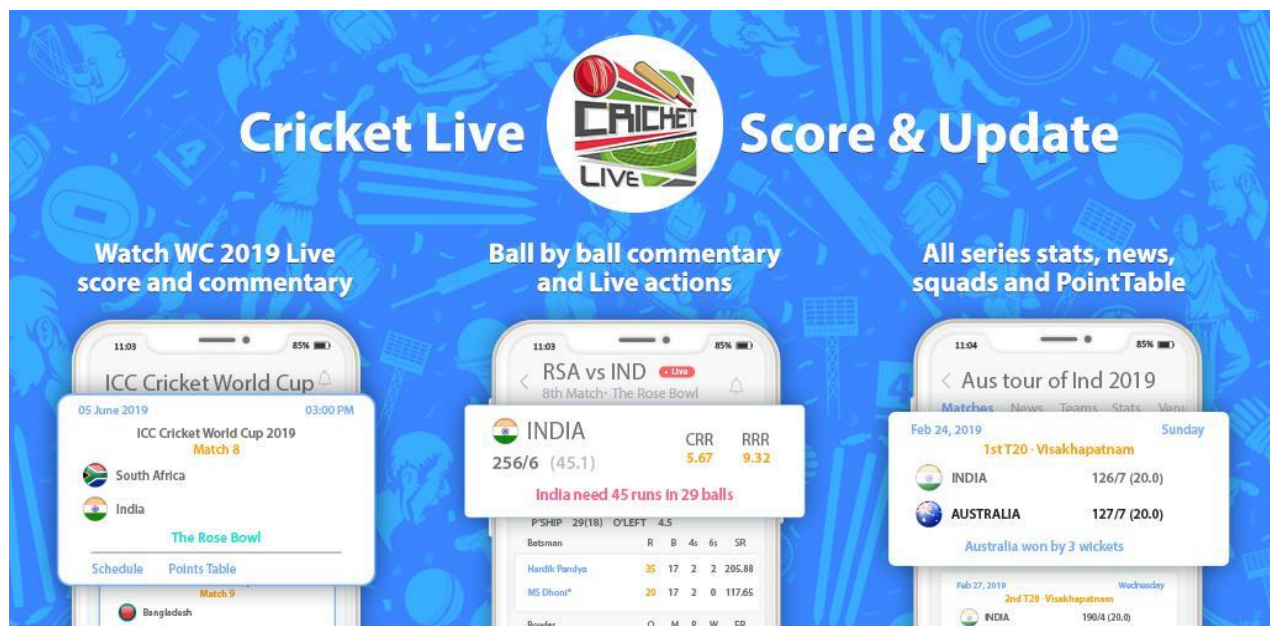
**Dr. VIPIN KUMAR**

**Department of Computer Applications,  
KIET Group of Institutions, Delhi-NCR, Ghaziabad**

**September'2022**

## ABSTRACT

There have been several tries at predicting sport games using data from the past, but humans are still superior at predicting sport outcomes. There are multiple commercial services which have sports analysis and prediction as their main business. They use “sophisticated software and statistical algorithms” to aid their data tracking, but at the core they still have experts analyzing the games manually. In the present article, we proposed the system to provide switch section for the live updated scores of crickets matches and football matches. We are used API of cricbuzz for cricket score. System shows the live score of all matches like T20, test match, IPL, one day international. System is implemented by using the JavaScript technology.



## **Index**

- 1. Introduction**
- 2. Technologies/Software Requirements**
- 3. Hardware requirement/Hardware Used**
- 4. Module Description**
- 5. Report/Output**
- 6. Conclusion**
- 7. Gantt chart**

## **Introduction**

The project is about showing live scores of the cricket match online. Many people don't have television or cable connection at their place or if they are travelling then they may view the scores online. The system has an admin account where the scores are constantly updated by the admin. Users can login into the account to view the scores anytime. The system also provides a timetable of all the matches that would be going to be held for users to know in prior about the matches. Thus, user can view cricket scores in real time.

## **Technologies / Software Requirements**

We will be using various technologies such as:

- HTML
- CSS
- BOOTSTRAP
- JAVASCRIPT
- NODE.js
- MongoDB
- API
- VERCEL
- VS CODE

## **Hardware requirement / Hardware Used**

- Hardware- : Processor i3 or above
- Clock speed- : 3.0 GHz
- RAM size- : 4 GB [MINIMUM]
- Hard Disk capacity- : 500 GB [MINIMUM]

## **Module Description**

- **Developing and designing web page**

We will be designing the basic layout of the webpage with the help of HTML & CSS.

- **Admin login and dashboard**

Admin has a login from where he keeps updating the scores in real time. Admin can add different fields like match timetable, match updates, notifications etc.

- **User login**

User has to first register and login to view the scores. Users can see various timetables and updates in the system.

- **Score updation and player information**

The scores are constantly updated and posted and also provide a brief description about both the team players playing on ground at that time.

- **Timetables**

The system contains timetables of all the future matches to be held that also keeps on updating.

- **Admin notification**

Admin is provided an option where he can add notifications in the website for the users. The admin can Add/Update the teams with the details and the user can view the overall information

## **Report/Output**

After finishing all the modules and tasks, we should have a complete project. The user can view the scores from anywhere through internet. Users can keep themselves updated about matches.

## **Conclusion**

It is concluded that the Webpage works well and satisfy the end users. The application is tested very well and errors are properly debugged. The application is simultaneously accessed from more than one system.

Simultaneous login from more than one place is tested. This system is user friendly so everyone can use easily. The end user can easily understand how the whole system is implemented. The system is tested, implemented and the performance is found to be satisfactory. All necessary output is generated. Thus, the project is completed successfully. Further enhancements can be made to the webpages, so that the webpages functions very attractive and useful manner than the present one. The speed of the transactions become more enough now.

## **Gantt Chart in terms Of week**

Task	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Synopsis & PPT	<b>Done</b>								
Module 1	<b>In this week</b>								
Module 2	<b>In this week</b>								
Module 3	<b>In this week</b>								
Module 4	<b>In this week</b>								
Module 5	<b>In this week</b>								
Module 6	<b>In this week</b>								
Testing Project Report								<b>In this week</b>	<b>Final Testing</b>