Cricket Kata

This vanilla JS kata looks at the wonderful game of cricket.

Some little notes before we get started:

Background about the game of cricket

} During a match, balls are bowled in bursts of 6, these are known as overs.

} Each over is bowled from alternate ends of the pitch

} There are two batsmen on the pitch, with one facing the bowler at all times

} As a batsman, you score like so:

> } score 1 run by hitting the ball and running to other end of the pitch (crossing with partner)
>
> } score 2 runs by hitting the ball and running to other end of the pitch and back (crossing twice with partner)
>
> } score 3 runs by hitting the ball and running to other end of the pitch and back and back to other end again (crossing three times with partner)
>
> } score 4 runs by hitting the ball to the boundary. Batsmen do not change ends.
>
> } score 6 runs by hitting the ball over the boundary. Batsmen do not change ends.

} When a batsman is out, they can be out in a variety of ways, the next batsman in the order takes his position

   } The other batsman in stays where he is

} 11 players in the team, when 10 are out, the innings is over as two must be on the field at all times

The scoring view

The scoring for the game will look like so:

   . = dot ball, no run scored

   1, **2**, **3**, **4**, **6** = numbers of runs made off of the ball bowled

   W = wicket taken, the facing batsman is **out** and no run is made

The challenge

You have a file, with all of the balls bowled on them but we do not know who has scored what runs.

In the file are the batsmen that played the game. You are to give a score card showing the scores of each batsman.

The input

You Balls will be a string result of all balls bowled so far

   E.g. **..1.2.3.1...3.1..4.4.6.6.66.1.....1.....W.....2...11.11..11**

It could be a full innings with 10 wickets falling or a partial one

The batsmen are all 11 players, in order of appearance on the field. Not all batsman may play, unless required due to wickets falling.

The output

A string showing the batsman name and runs they made, this should be able to take 3 digits, in the case they score 100 runs or more.

Note on the batsman: If they don't bat, display a **-**

If the batsman is not out, display **not out**

The total scored by the team should be displayed below the individual score. An example is below:

Batsman 1: 100

Batsman 2: 30

Batsman 3: 25 not out

Batsman 4: 0 not out

Batsman 5: –

Batsman 6: –

Batsman 7: –

Batsman 8: –

Batsman 9: –

Batsman 10: –

Batsman 11: –

Total: 155 / 2