FANTASY CRICKET GAME USING PYTHON

***OBJECTIVE:***

Internshala announced a competition of making a fantasy cricket game using python programming language. By making this game students may learn to apply various tools in the toolbox such as QT designer, SQlite3, python commands etc. This game may develop innovative thinking of students. So they may be benefited in the IT sector. In the course of developing this game students may get to know the concepts of Frontend as well as Backend. Frontend includes the outer looking design of the project and the interface. While Backend includes the internal working of the project, which means how the computer may respond to the commands of user.

***DESCRIPTION:***

This project provides an insight as it first develops the design of the UI of the main window required for the project, then it provide the event driven handling of the signals by the slots designed for the project. Then the designed UI works on the cricket teams that we make by creating new team, then we can modify the playing XI team and save it. It also ensures the overall score of the players of the team by all the conditions mentioned in the problem statement are:-

*Batting*

● 1 point for 2 runs scored

● Additional 5 points for half century

● Additional 10 points for century

● 2 points for strike rate (runs/balls faced) of 80-100

● Additional 4 points for strike rate>100

● 1 point for hitting a boundary (four) and 2 points for over boundary (six)

*Bowling*

● 10 points for each wicket

● Additional 5 points for three wickets per innings

● Additional 10 points for 5 wickets or more in innings

● 4 points for economy rate (runs given per over) between 3.5 and 4.5

● 7 points for economy rate between 2 and 3.5

● 10 points for economy rate less than 2

*Fielding*

● 10 points each for catch/stumping/run out