**ABSTRACT**

Cricket, a sport followed passionately by millions around the globe, has a profound impact on both entertainment and betting industries. However, existing platforms often lack advanced analytical tools that can aid users in making informed decisions, particularly in the context of fantasy sports betting. This project, Cricket Mania, aims to bridge this gap by developing a comprehensive cricket data analysis system utilizing PowerBI for data visualization and ESPN's data and statistics.

Our platform empowers users to create their own team of 11 players, providing in-depth performance analysis both at the individual and team levels. Through our user-friendly interface, users can compare and contrast player statistics, historical performance, and predictive analytics, facilitating more strategic decision-making for fantasy cricket and betting.

By integrating data and advanced analytics, our project not only enhances the user experience but also introduces a new dimension of data-driven decision-making in cricket betting, which is currently absent in popular apps like Dream11. This innovative approach ensures that users are equipped with the necessary insights to optimize their selections, thereby increasing their chances of success in the competitive world of fantasy cricket.

II

**TABLE OF CONTENTS**

|  |  |
| --- | --- |
| **Contents** | **Page No.** |
| ACKNOWLEDGEMENT | I |
| ABSTRACT | II |
| **Chapter 1 - Introduction** | 1 |
| * 1. Problem Statement | 2 |
| * 1. Objectives | 2 |
| **Chapter 2 – Literature Survey** | 4 |
| **Chapter 3 – Project Requirements** | 8 |
| **Chapter 4 – Methodology and Implementation** | 9 |
| 4.1. Methodology | 9 |
| 4.2. Implementation | 12 |
| **Chapter 5 –Experimental Results** | 18 |
| 5.1. Result | 18 |
| 5.2. Discussions | 20 |
| 5.3. Output screenshots | 21 |
| **Chapter 6 – Conclusion** | 24 |
| **Chapter 7 – Future Enhancement** | 25 |
| **References** | 27 |

**LIST OF FIGURES**

|  |  |  |
| --- | --- | --- |
| **Figure name** | **Figure number** | **Page No.** |
| Flowchart | 4.1 | 11 |
| Player Analysis Basic Dashboard Structure | 4.2 | 14 |
| Final 11 Basic Dashboard Structure | 4.3 | 15 |
| Player Hover Card Template | 4.4 | 15 |
| Display of dashboard based on the player type | 5.1 | 21 |
| Display of Players Data | 5.2 | 22 |
| Filtering of data corresponding to the selected attribute | 5.3 | 22 |
| Final 11 players selection based on data driven approach | 5.4 | 23 |

**LIST OF TABLES**

|  |  |  |
| --- | --- | --- |
| **Table name** | **Table number** | **Page No.** |
| Hardware Requirements | 3.1 | 8 |
| Openers | 4.1 | 16 |
| Middle Orders | 4.2 | 16 |
| Lower Order | 4.3 | 16 |
| All Rounders | 4.4 | 17 |
| Fast Bowlers | 4.5 | 17 |