# Project Proposal

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## Persona: Customer (SportLabs industries)

#### Introduction

SportLabs is a media organization specializing in cricket which focuses on covering news, updates, and analysis related to cricket matches, players, and teams. Some of the organization's characteristics include:

- 1. The organization operates in Australia and wants to expand their business in India.
- 2. With a significant online presence, it provides cricket fans with access to the latest cricket-related content.
- 3. SportLabs has partnerships with various Australian local cricket clubs and leagues to provide exclusive coverage and access to events.

#### Social reach

The company has a team of experienced journalists, writers, and analysts who are knowledgeable about cricket and can provide high-quality insightful coverage. They also have a strong social media presence, with a large following of cricket fans who engage with their content.

#### Problem statement

As it happens, during cricket matches keeping track of score remains a pretty cumbersome task. The conventional pen-paper approach consists of many issues:

- 1. Using a conventional approach, score management is a tiresome task for the scorer.
- 2. In depth analysis remains almost impractical.
- 3. Communicating the complete scoreboard and analysis across the general audience doesn't really seem to be an option.

For the same, SportLabs wants a software that will serve two primary functions.

- 1. It will enable the general public to view a scoreboard for cricket matches in real-time. This will allow cricket fans to keep track of the latest scores and updates for ongoing matches easily.
- 2. The software will provide a platform for scorers in cricket matches to update the scoreboard efficiently. This feature will enable scorers to update the scoreboard quickly and accurately, ensuring that cricket fans have access to the latest scores and statistics.

## Our Approach: Solution

Our solution includes a web application designed to digitalize the whole scoreboard management process, making it more intuitive and easier for the scorer.

- Scorers (having admin rights) will be able to manipulate the scoreboard digitally during the match.
- In-depth analysis of the match will be calculated and provided with the help of several graphs and charts.
- Highlights will be provided once the match is over. Along with it, all previous scoreboards will remain accessible even after the match ends, making match review somewhat easier.
- Anyone (even the virtual audience crowd) will be able to view the scoreboard along with the corresponding chart analysis.

## **Key Features**

#### Scoreboard

- 1. Scoreboard will show all statistics related to a match.
- 2. Stats shown for any player will depend on the player's role
  - a. For batsmen
    - i. Runs
    - ii. Balls
    - iii. Fours
    - iv. Sixes
    - v. Strike rate
  - b. For bowlers
    - i. Runs
    - ii. Overs
    - iii. Maidens
    - iv. Wickets
    - v. Economy rate

### Chart analysis

- 1. Charts and graphs showing in-depth analysis for the match will be provided.
- 2. Various charts will be included. Some of them being,

<sup>\*</sup>Scoreboard can only be manipulated by a user with superuser or admin rights

- a. Runs rate worms (Runs vs Overs)
- b. Pie chart denoting the percentage of runs scored by each batsman
- c. Bar graphs denoting runs per over
- 3. All discussed charts will be provided for both the teams simultaneously.

### Highlights

- 1. Once the match ends, highlights based on the scoreboard will be provided.
- 2. Highlights include,
  - a. Best batters
  - b. Best bowlers
  - c. MVP

## Suitability of our Project

### Difficulty wise

#### Not too easy

- Most of the members are new to the tech-stack which requires time devotion.
- App needs stat analysis that requires mathematical calculations and operations.

### Not too ambiguous

- We are using chart.js to assist chart analysis.
- Our app mainly focuses on data management with basic mathematical operations

#### Time wise

Our project requires around 3-4 weeks coding time with collaborative work divided into 6 members of the team. Along with all the stages of development and the estimated coding time, the project seems pretty feasible time-wise.