Gameathon 2.0 - Post-Event Documentation

Team Name:

Dream Squad AI

Submission Date:

8th June 2025

Datasets Used

- IPL 2025 Squad Data (manually curated and cleaned JSON dictionary of players across 10 teams)

- IPL 2025 Fixtures List (match numbers, dates, venues, teams)

- Dynamic Web Data (scraped via SerperDevTool using search queries, e.g., toss result, pitch report, player injuries)

Features & Parameters

- Player Name Matching: Regex-based fuzzy matching

- Team Validation Rules: Dream11 constraints (max 7 per team, roles, C/VC)

- LLM Outputs: Player stats/form via Gemini, structured team format

- Optimization: Substitution logic based on live data

- LLM parsing for DataFrame conversion

Model Flow Diagram

See diagram on next page

Credits

- Chaitanya Paldhe - Developer, Prompt Engineer

- Google Gemini - LLM agent

- SerperDevTool - Real-time data extraction

- CrewAI Framework - Agent workflow orchestration

- Firebase - Team storage and retrieval

- Dream11 Ruleset - Fantasy logic

Additional Insights

- Innovation: Fully agent-driven, non-interactive team creation

- Resilience: Falls back to local memory if Firebase fails

- Usability: Outputs .xlsx teams with roles and C/VC labels

- Optimization: Suggests updates based on live inputs

Input: Match Number

Get Match Info (Fixtures or Web)

Check Firebase Memory

If Not Exists

Else

Agent 1: Analyze Match Context (pitch, venue, toss)

Agent 2: Fetch Squads (static)

Agent 3: Retrieve Player Stats via Search

Agent 4: Create Team (rules applied)

Agent 5: Analyze with Latest Updates

Save Team to Firebase

Suggest Optimizations

Apply Changes

Save