Sinhgad Institutes

Department Of Information Technology

STES'S SINHGAD ACADEMY OF ENGINEERING

KONDHWA BK, PUNE 411048

2024-2025

Project Report

On

"Cricket Player Management"

by

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Under the guidance of

Mrs. P. S. Bangare

Sinhgad Institutes

CERTIFICATE

This is to certify that the mini project report entitled **"Cricketer Profile"** being submitted by **Aman Jambulkar, Aditya Shirsat, Aman Sayyad and Harsh Chaudhari** is a record of bonafide work carried out by them under the supervision and guidance of **Mrs.P.S.Bangare** for the partial fulfilment of the requirement for the Mini Project in subject ADBMS(LP-1) of BE. Degree, V semester, of Savitribai Phule Pune University during the academic year 2024-2025.

Date : 11 / 10 /2024

Place : Kondhwa , Pune

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Project Guide	HOD	Principal

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Harsh Chaudari

TEIT

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1. ABSTRACT

This project delves into the comprehensive profiles of cricketers, offering a multifaceted exploration of their careers, achievements, and broader impact both within and beyond the realm of cricket. The cricketers selected for this study are not only exceptional athletes but also cultural icons whose influence extends far beyond the boundaries of the sport. By examining a variety of dimensions—such as detailed career statistics, notable achievements, personal anecdotes, and their social and cultural significance—this project aims to offer a holistic understanding of what makes these athletes truly iconic figures in the world of cricket. The study will meticulously analyze key performance indicators, such as batting and bowling averages, match-winning performances, and contributions in critical moments, to highlight the cricketers' technical mastery and their contributions to their teams' successes. In addition, the project will include personal stories and interviews, shedding light on their individual journeys, challenges, and triumphs, giving readers insight into the human side of these athletes, beyond just numbers and records.

2. INTRODUCTION

2.1 PROBLEM STATEMENT:

Cricket, often regarded as a gentleman's game, is a sport that has captivated millions across the g lobe. This project delves into the profiles of renowned cricketers, aiming to explore their illustrio us careers, the milestones they have achieved, and the impact they have had on the sport and bey ond. By examining their journeys, we not only celebrate their contributions to cricket but also se ek to understand the qualities that make them exceptional athletes and influential figures. This st udy will provide a comprehensive overview of their professional achievements, personal anecdot es, and the broader cultural significance of their presence in the cricketing world. Through this e xploration, we hope to inspire and inform future generations, highlighting the dedication, perseve rance, and passion that define the lives of these cricketing icons.

2.2 OBJECTIVES:

1. Comprehensive Profiles: To compile and present detailed profiles of cricketers, covering their early life, career milestones, and key achievements.
2. Career Analysis: To analyze the performance metrics and contributions of cricketers to th e sport, emphasizing records, memorable matches, and individual accolades.
3. Inspirational Narratives: To highlight the personal journeys and stories of cricketers, focu sing on their dedication, perseverance, and the challenges they overcame.
4. Role Model Influence: To explore how cricketers serve as role models for aspiring player s, emphasizing the qualities and values they embody both on and off the field.
5. Cultural and Social Impact: To examine the broader impact of cricketers on their commu nities and the global cricketing community, illustrating their influence beyond the sport.

2.3 SCOPE:

This project aims to delve deeply into the profiles of cricketers, providing a multi-dimensional analysis of their careers and personal journeys. Key areas of focus will include:

1. Detailed Profiles: Chronicling the early lives, training, and career milestones of selected c ricketers.
2. Performance Metrics: Comprehensive analysis of players' statistics, records, and contribu tions to significant matches and tournaments.
3. Personal Insights: Gathering and presenting personal anecdotes, interviews, and autobiog raphical details to offer a holistic view of the cricketers' lives.
4. Historical Context: Examining the evolution of cricket through the careers of these athlet es, noting shifts in gameplay and strategies.
5. Cultural Impact: Exploring the influence of cricketers on their communities, fan bases, an d the broader cultural landscape, both locally and internationally.

3. REQUIREMENT ANALYSIS

3.1 Aspects:

The system will have multiple user roles with specific functionality designed to meet their needs.

3.1.1 Administrator Aspect:

- **Role:** The administrator manages the entire system and is responsible for ensuring that data related to players, teams, matches, and tournaments is accurate and up to date.
- **Responsibilities:**
    - Adding new players, updating player profiles and statistics.
    - Managing team information and overseeing transfers or changes.
    - Scheduling and recording matches.
    - Generating reports for player performance and team statistics.
    - Ensuring data security and integrity by controlling access rights.

3.1.2 Driver Aspect:

- **Role:** In the context of cricket player management, the "driver" could represent a system component or a user role responsible for data updates, which could involve scorekeepers or match officials.
- **Responsibilities:**
    - Entering live match data, such as scores, wickets, and player performances.
    - Updating the system in real time during matches or after a match ends.
    - Ensuring that all match data is accurate and properly linked to players and teams.

3.1.3 Client Aspect:

- **Role:** The client refers to team selectors, coaches, and analysts who rely on the system for data-driven decisions.
- **Responsibilities:**
    - Querying player data to evaluate performances.

- Analyzing statistics for making informed decisions regarding team composition, player selection, and strategy.
- Accessing historical match data to study trends and patterns.
- Requesting custom reports based on specific criteria, such as player form or match conditions.

3.2 Analysis:

This section focuses on assessing the system's key non-functional requirements.

3.2.1 Performance:

- The system should efficiently handle a large volume of data, including player statistics, match details, and team information.
- Queries related to player performance and team data must return results quickly, especially during peak usage times (e.g., during or after matches).
- The system should support high throughput for updating player and match statistics in real-time.

3.2.2 Portability:

- The system should be designed to run on various platforms (e.g., desktop, web, mobile), allowing administrators, scorekeepers, and clients to access it from different devices.
- Database portability should be considered so that the backend can be deployed on various database management systems if needed.

3.2.3 Maintainability:

- The system should be modular, enabling easy updates or bug fixes without affecting overall functionality.
- It should be easy to add new features (e.g., additional statistics or new match formats) to the database or user interface.
- Proper documentation should be provided for future developers to make enhancements or fixes.

3.2.4 Reliability:

- The system should be robust, ensuring data accuracy even under high load or concurrent access.
- Backup mechanisms should be implemented to prevent data loss in case of system failures.
- The database must ensure data consistency, especially when updating player profiles or match results.

3.2.5 Usability:

- The system interface should be intuitive, with a focus on ease of use for administrators, match officials, and clients.
- It should provide clear workflows for adding, updating, and querying data, reducing the chances of user error.
- Training and user guides should be provided to ensure that new users can quickly adapt to the system.

4. FEASIBILITY STUDY

Technical Feasibility: Using HTML, CSS, JavaScript for frontend, and Flask/Django with Pyth on for backend makes this project technically feasible. MongoDB is a good fit for the database. S kills and tools needed are readily available.

Operational Feasibility: Userfriendly design ensures easy adoption. Minimal training required. Support will be provided via FAQs and helpdesks.

Economic Feasibility: Initial costs include development and hosting. Ongoing costs cover maint enance and support. Potential revenue through ads, subscriptions, and partnerships. Benefits out weigh costs.

Schedule Feasibility: Realistic timeline of 20to27 weeks with clear phases. Adequate resource a llocation and regular reviews will keep the project on track.

5. SYSTEM REQUIREMENTS

Properties	**Requirements**
Operating system	Windows 8 or later
Processor	Intel Pentium 4 or later
Memory	2 GB minimum, 4 GB recommended
Screen resolution	1280x1024 or larger
Application window size	1024x680 or larger
Internet connection	Required

6. ER-DIAGRAM

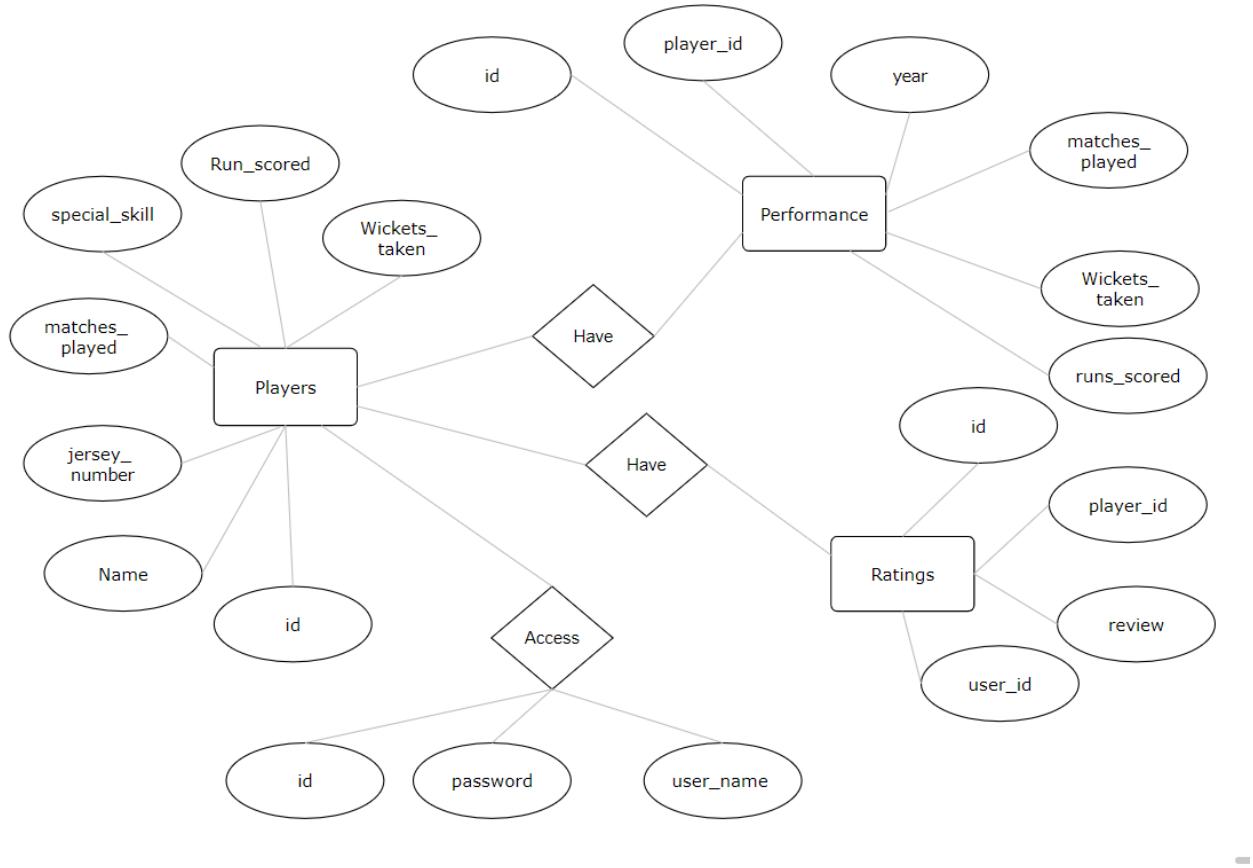


Fig 1. ER Diagram of Cricket Player Management

7. ER-DIAGRAM TO COLLECTION CONVERSION

Collections:

1.Players

Id	Name	Jersey_Number	Runs_Scored	Matches_Played	Special_Skill

2. Performance

Id	Player_Id	Year	Matches_Played	Runs_Scored	Wickets_Taken

3. Ratings

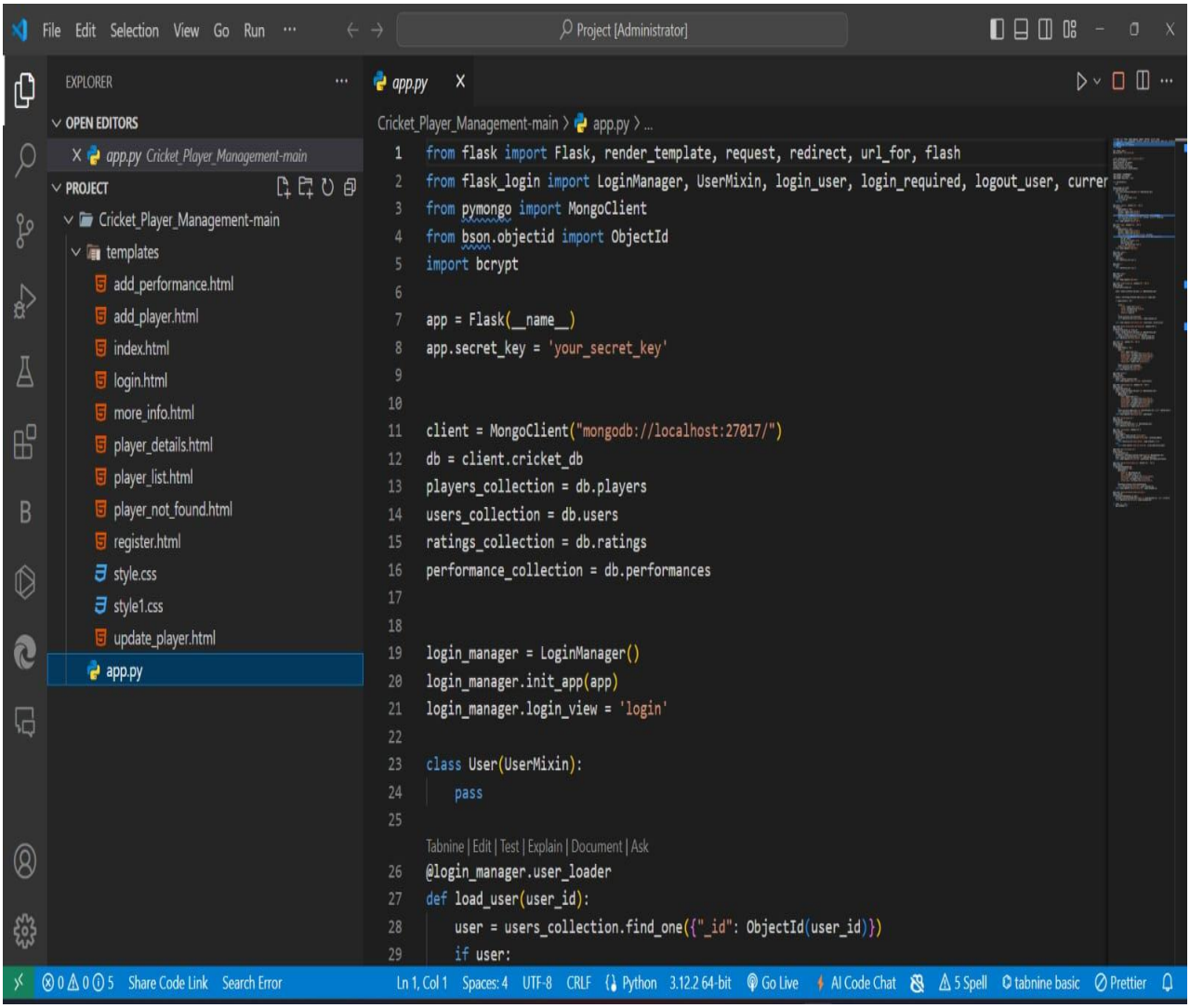
User_Id	Player_Id	Rating	Review

4, Users

Id	Username	Password

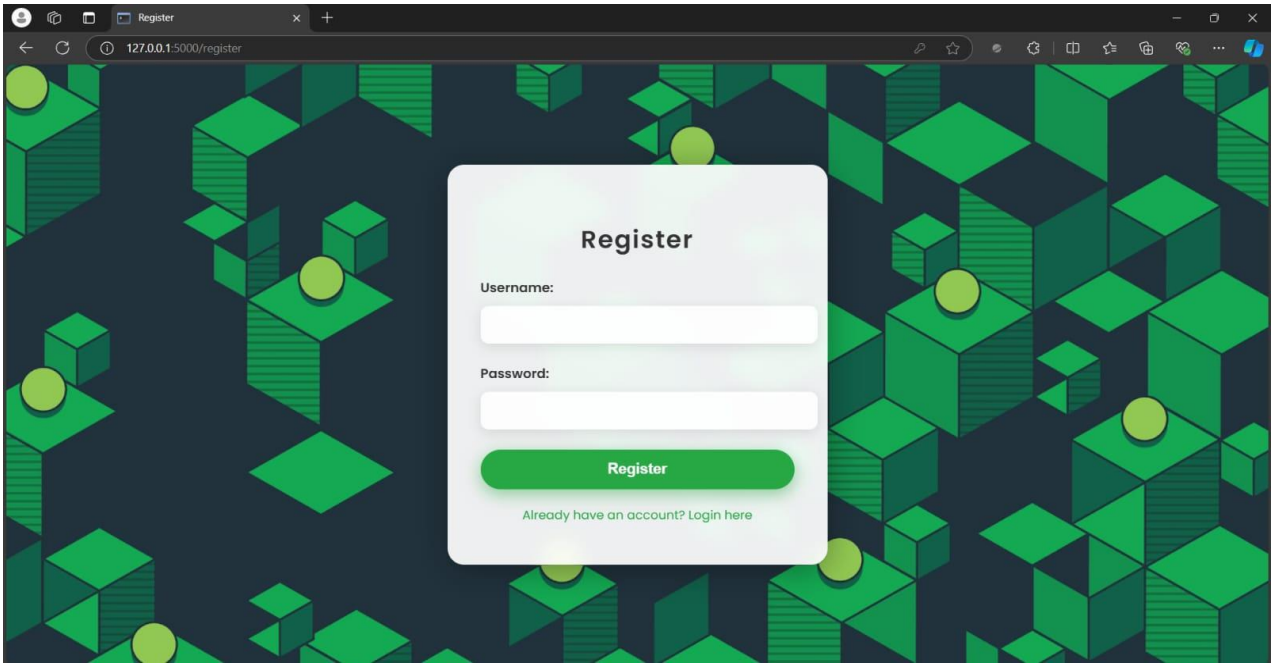
8. IMPLEMENTATION OF SYSTEM

8.1 CODING :

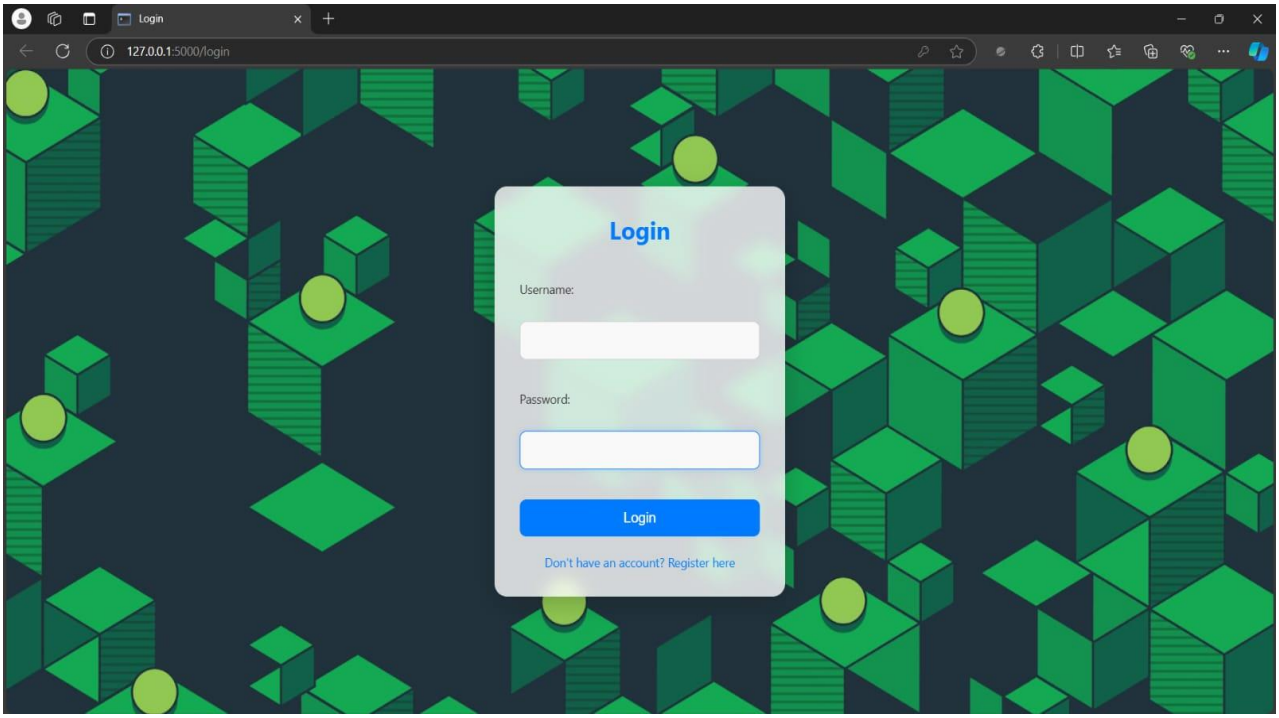


8.2 SCREENSHOTS :

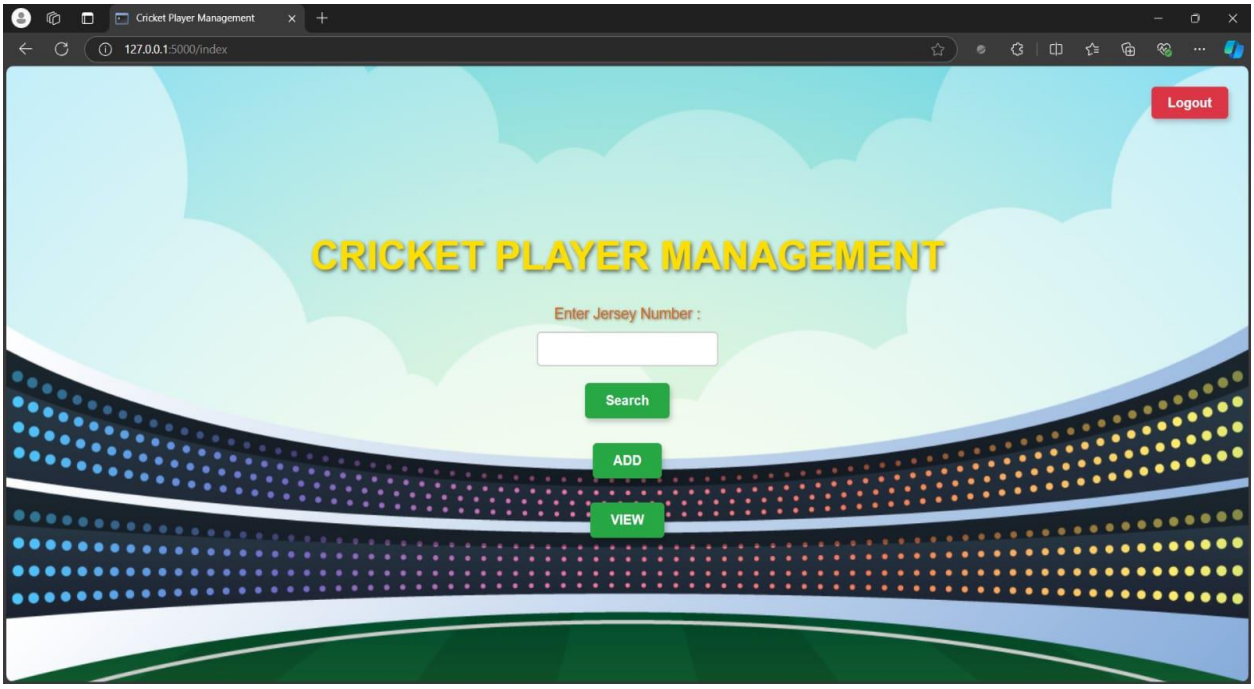
REGISTRATION PAGE



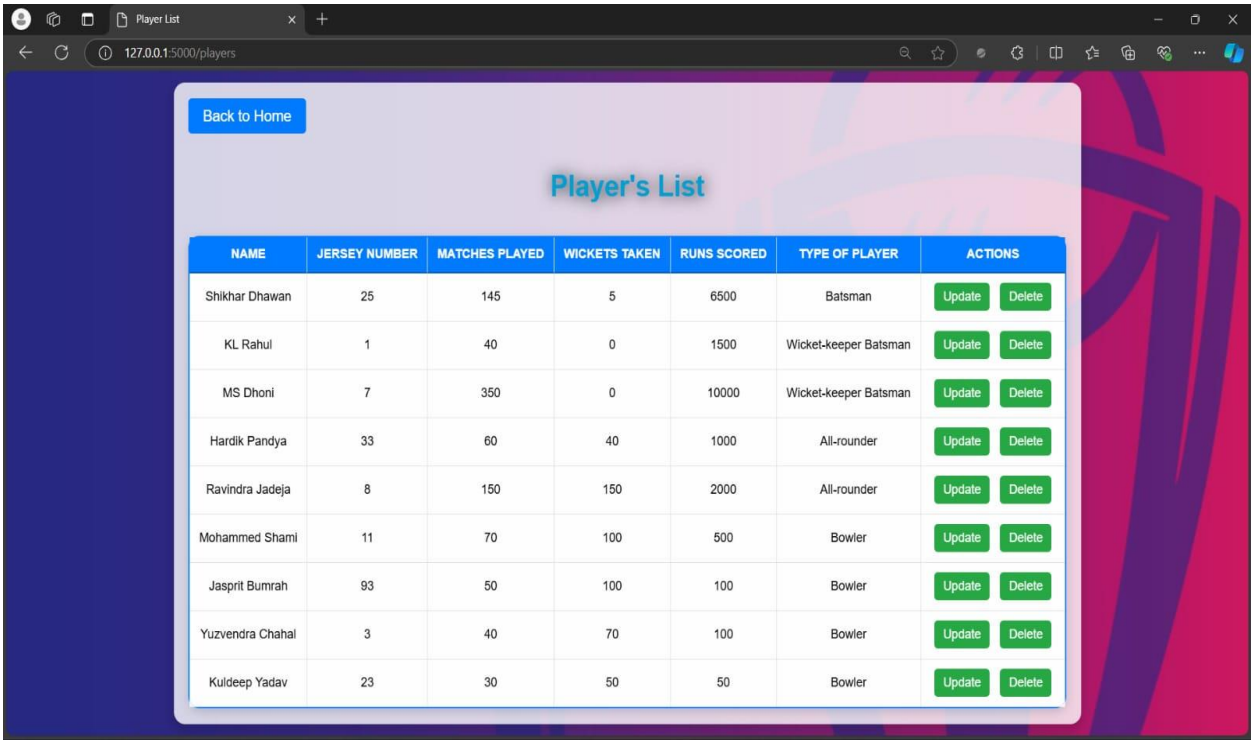
LOGIN PAGE



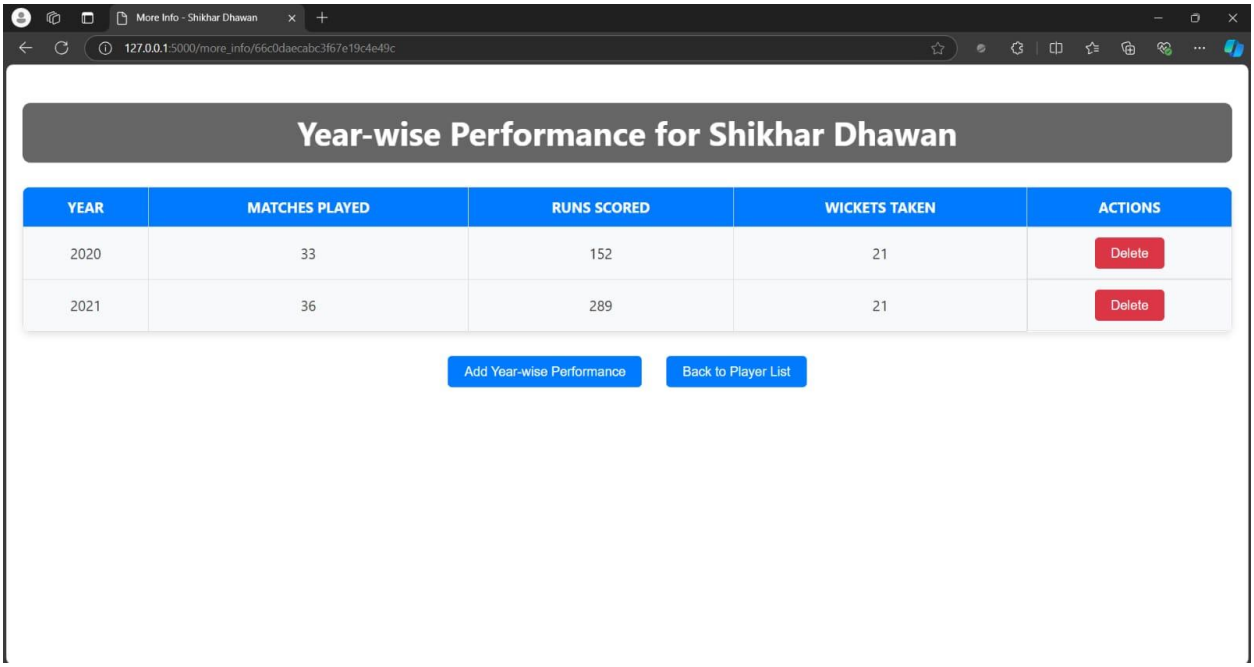
HOME PAGE



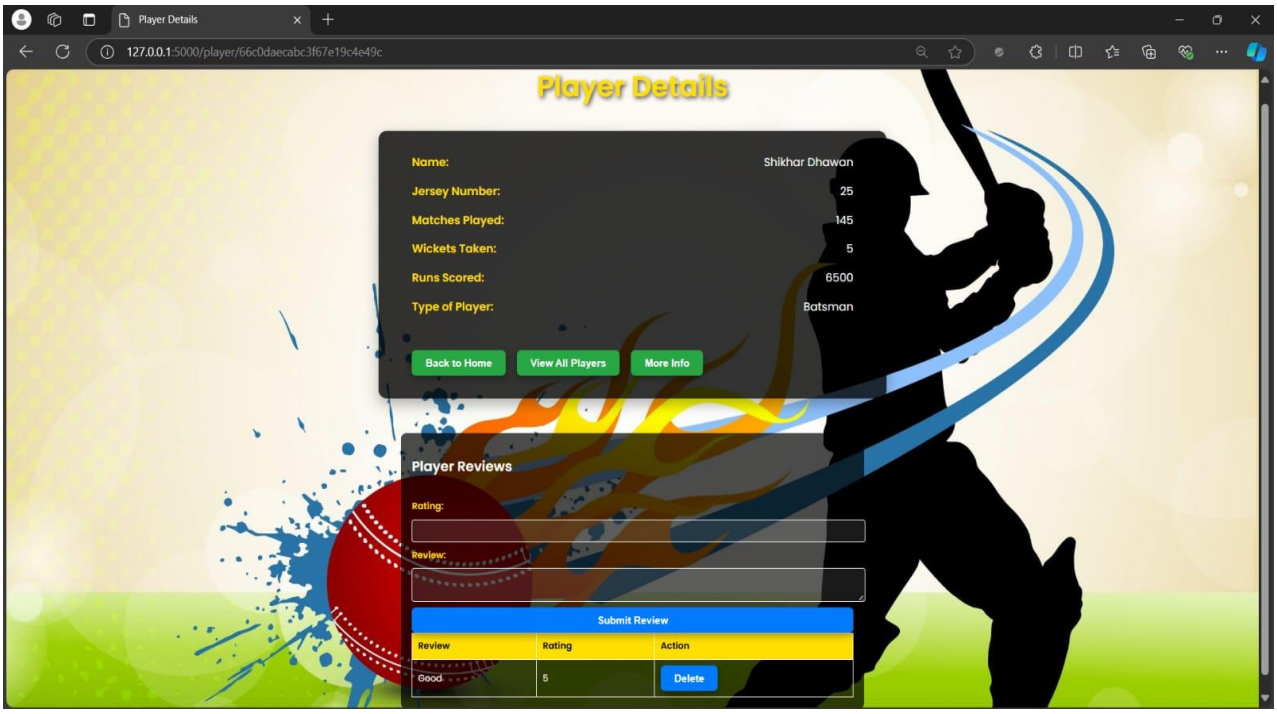
PLAYERS LIST



PERFORMANCES

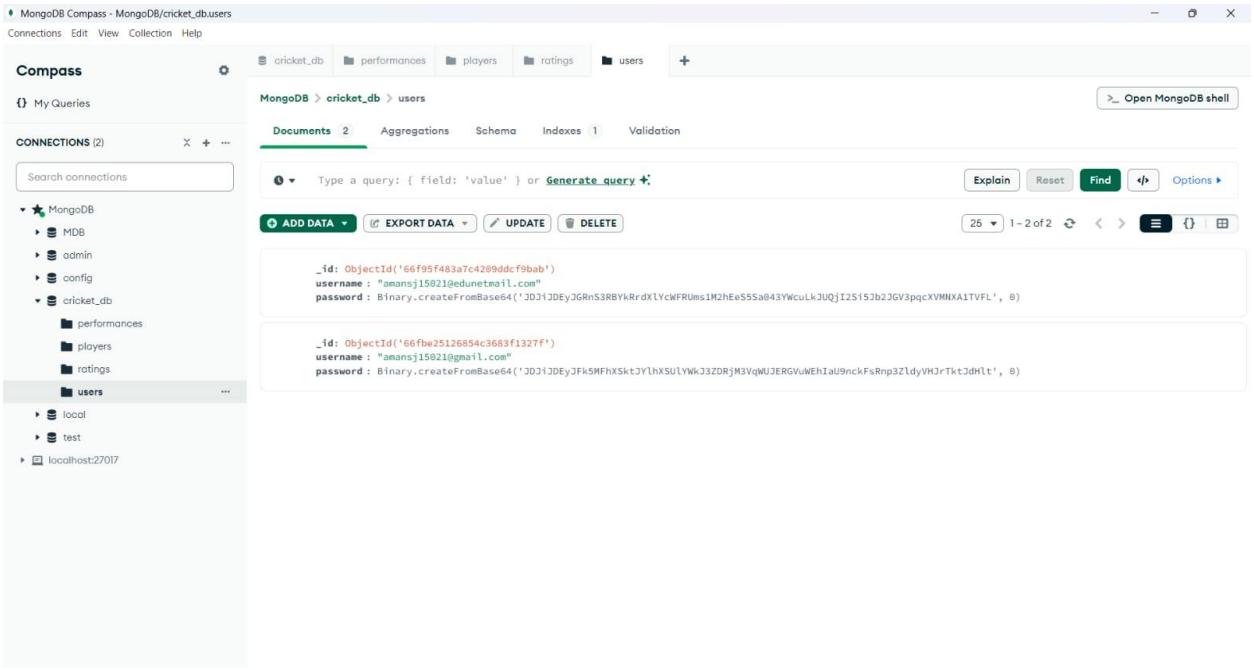


RATINGS AND PLAYERS DETAILS

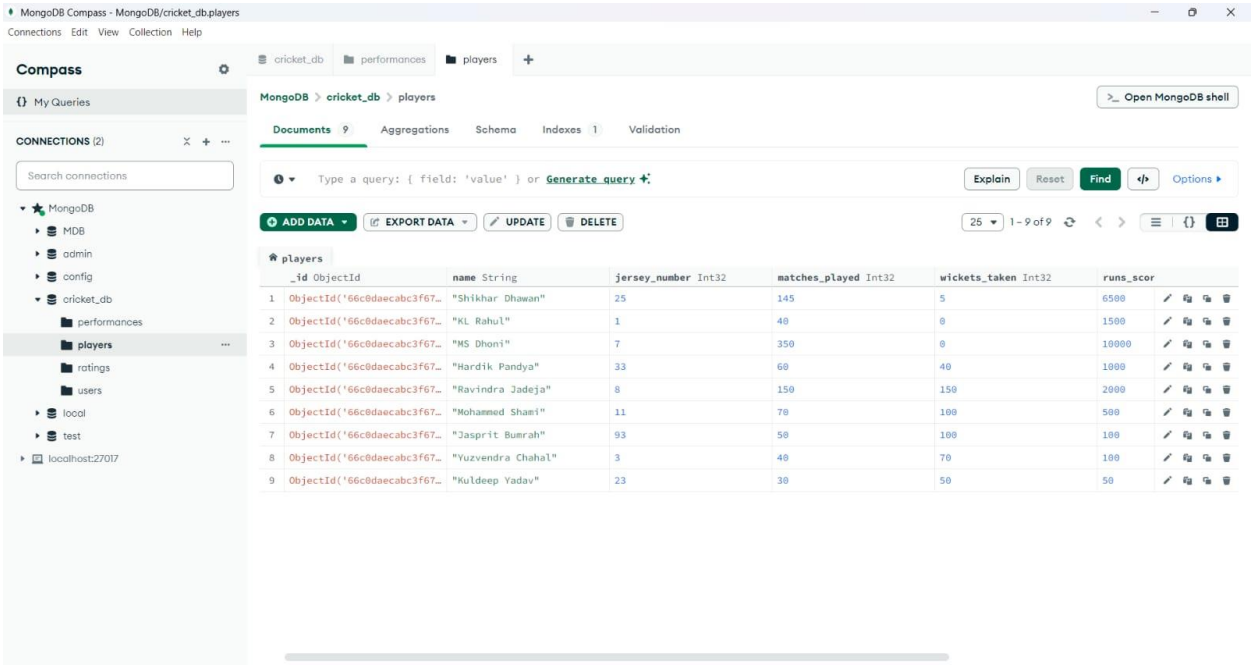


8.3 DATABASE

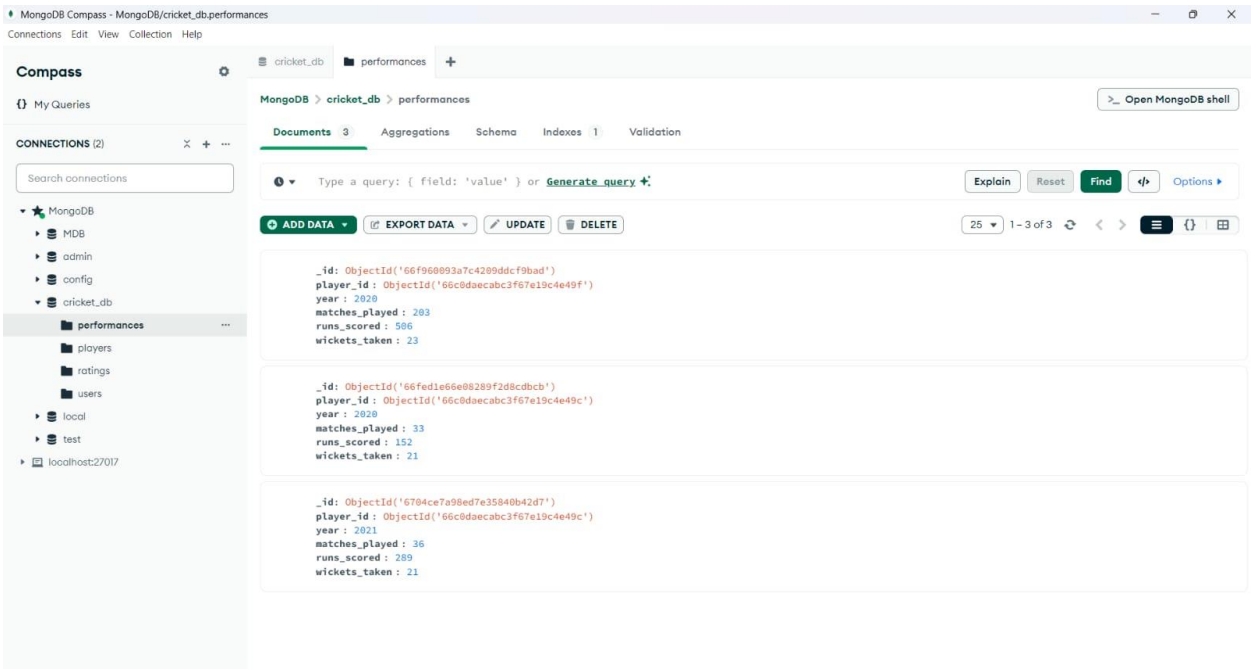
USERS



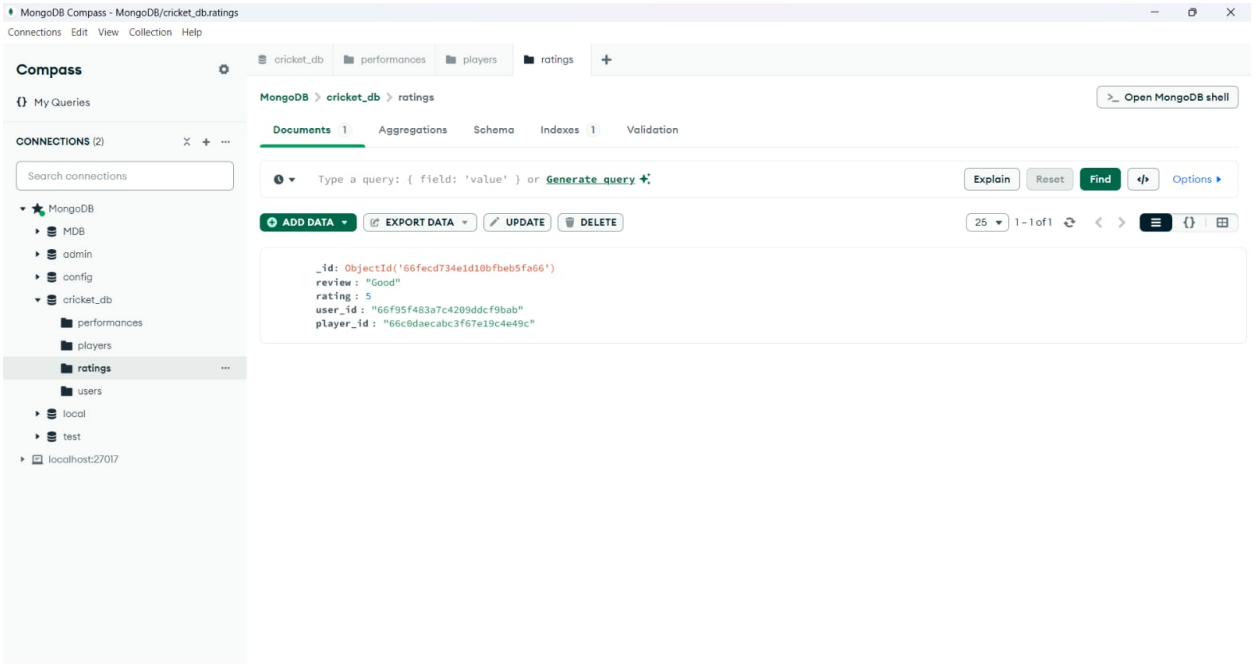
PLAYERS



PERFORMANCES



RATINGS



9. FUTURE SCOPE AND ENHANCEMENTS

9.1. Advanced Analytics and Insights

- Performance Metrics: Implement advanced statistical analyses to provide deeper insights into player performance. This could include metrics like batting averages, strike rates, bowling economy, and more.
- Predictive Analytics: Use machine learning models to predict player performance based on historical data, player conditions, and match scenarios.

9.2. User Personalization

- Tailored Recommendations: Develop algorithms that suggest players to users based on their preferences and past interactions.
- Custom Dashboards: Allow users to create personalized dashboards that focus on specific players, teams, or performance metrics.

9.3. Interactive Features

- Real-time Updates: Integrate real-time data feeds to provide live scores and player performance updates during matches.
- User Contributions: Enable users to submit their ratings and reviews for players, fostering a community-driven evaluation system.

9.4. Enhanced Player Profiles

- Detailed Stats: Expand player profiles to include comprehensive statistics, career timelines, and highlight reels.
- Injury Reports: Add functionality to track player injuries and their impact on performance and ratings.

9.5. Gamification

- Achievements and Badges: Introduce gamification elements, such as earning badges for user participation, sharing insights, or engaging in discussions.

- Social Media Integration: Allow users to share their favorite players or performance stats on social media plat

10. CONCLUSION

The proposed project seeks to transform fan engagement in cricket by leveraging advanced analytics and user personalization. By implementing sophisticated statistical analyses and machine learning models, we aim to provide deeper insights into player performance, empowering users to make informed predictions and decisions. Personalized features, such as tailored recommendations and customizable dashboards, will enhance user experience, allowing fans to focus on their favorite players and metrics. Real-time updates and community contributions will foster a dynamic atmosphere, encouraging collaboration and lively discussions among users.

Additionally, enhanced player profiles will deliver comprehensive statistics, career timelines, and injury reports, providing crucial context to performance evaluations. The integration of gamification elements, like fantasy leagues and achievement badges, will motivate users to actively participate and engage with the platform. By building community engagement through forums and social media integration, we aim to create a vibrant ecosystem where fans can share insights and experiences, ultimately enriching the cricket community and establishing a data-driven culture within the sport.

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