

Cricket Game

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1. Description

A cricket game where you have to chase down the target score within a limited number of overs.

2. Features

2.1 Customise Game Difficulty and Format

Players have the ability to set the length of the game as either 10 overs (standard), 20 overs or 50 overs. Players have the ability to change the difficulty of the game which determines the target that the player has to chase down to win the game. Game difficulty and format are changed with command line arguments (See Section 4)

2.2 Team Selection

Players have the ability to play as the Australian mens international cricket team or England mens international cricket team. This can be done at the start of the game or through the in-game menu.

2.3 Delivery Simulation

For each delivery of the game, players must select a shot ranging from defensive to very aggressive. Player shot selection, cricketer batting skill and bowling quality are taken into account to determine the runs scored for each delivery as well as the probability of a wicket occurring. The more aggressive the player manages their batsmen, the faster the player will accumulate runs but the faster they will lose wickets. The challenge of the game is for the player to manage the aggression of their batsmen throughout the innings.

2.4 Ball by Ball Commentary

After each delivery, the terminal outputs some mock commentary to inform the user of the state of the game. The

2.5 Scoreboard

At any point during the game, the user can check the scoreboard. The scoreboard provides a table view summary of key game statistics. It is recommended that the player checks the scoreboard to best manage their batsmen.

3. Installation Guide

3.1 LicenseSystem/hardware Requirements

3.2 Dependencies

3.3 Ruby Gems

Tests can be run by first running 'bundle add' to the rspec dependency, then run 'rspec' in the project root directory to run test

4. Command Line Arguments

5. Program Instructions

6. Source Control

Github Repository:

7. Code Style Guide

8. References