CAPSTONE PROJECT

CRICDR: Cricket GPT Assistant

PRESENTED BY

STUDENT NAME: DEBADATTA ROUT

COLLEGE NAME: C. V. RAMAN GLOBAL UNIVERSITY

DEPARTMENT: CSE

EMAIL ID: ROUTDEBADATTA22@GMAIL.COM

AICTE STUDENT ID: AINSI_120746

OUTLINE

Problem Statement

Cricket fans and analysts lack an interactive tool that provides instant, insightful responses and data-driven cricket analysis.

Proposed System/Solution

An AI-powered Cricket Assistant (CRICDR) that uses trained data to answer queries, analyze cricket content, and interact in real time across multiple formats—standalone, chatbot, or app.

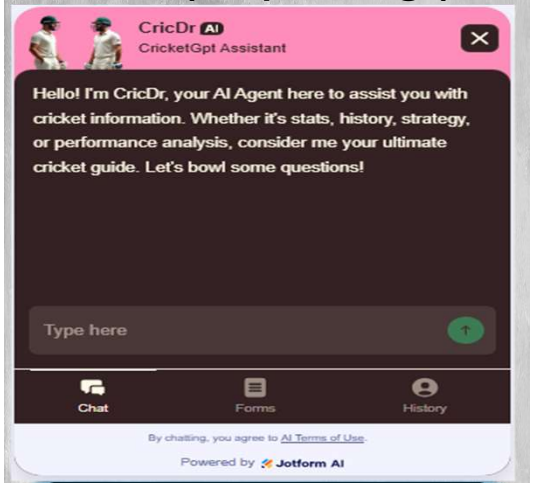
System Development Approach (Technology Used)

Developed using **Jotform AI Agent Builder**, trained with cricket-specific datasets. The interface is designed in **Jotform Studio**, and the assistant can be deployed on multiple channels including web apps and chatbots.

Algorithm & Deployment

No-code deployment with Jotform's integrated AI interface; uses context-aware response modeling via prompt engineering and modular training logic within the platform's AI assistant framework.

Result (Output Image)



Conclusion

The project successfully demonstrates the potential of integrating AI with sports analytics to create interactive tools for users, making data and insights easily accessible.

Future Scope

- Integration with live cricket data APIs for real-time match analysis
- Voice-based interaction and mobile app release
- Multilingual support for broader accessibility

References

- Jotform AI Agent Builder Documentation
- Cricket datasets (open sources or manually curated)
- Visuals and UI elements created using Jotform Studio

PROBLEM STATEMENT

Description:
In the world of cricket, fans, students, and even analysts often struggle to find quick, accurate, and personalized answers to their questions. Current tools are either too complex, delayed, or do not provide smart conversational experiences.

Key Points:

1.Lack of Real-Time Assistance:
There is no smart assistant that can instantly answer cricket-related queries in a conversational manner.

2.Limited User-Friendly Tools:
Most cricket analysis tools are complex and not easy to use for beginners or casual fans.

3.Scattered Information Sources:
Users often need to search multiple websites or apps to find complete cricket information.

4.No Custom AI Experience:
There's a gap in AI-based systems that understand cricket-specific context and user intent.

5.Not Accessible in Multiple Formats:
Cricket tools are rarely available in flexible forms like chatbot, standalone app, or voice interaction.

PROPOSED SOLUTION

Proposed Solution

The proposed system aims to create an intelligent and interactive **AI-powered Cricket Assistant** capable of answering user queries, analyzing cricket data, and simulating smart conversations. This assistant uses trained knowledge bases and Jotform's AI Agent Builder to provide insights across various formats like chatbots, standalone apps, and more. The solution is structured as follows:

Data Collection

1. Collected structured datasets in Excel format from **Kaggle** related to player stats, match details, and historical data.
2. Gathered unstructured cricket knowledge from **OpenAI ChatGPT**, **Copilot**, **Gemini**, and **Google**.
3. Referred to credible cricket-specific websites such as **Wikipedia, ESPNcricinfo, Cricbuzz, ICC, BCCI, Cricket.com**, and other official platforms for factual content and rules.

Data Preprocessing

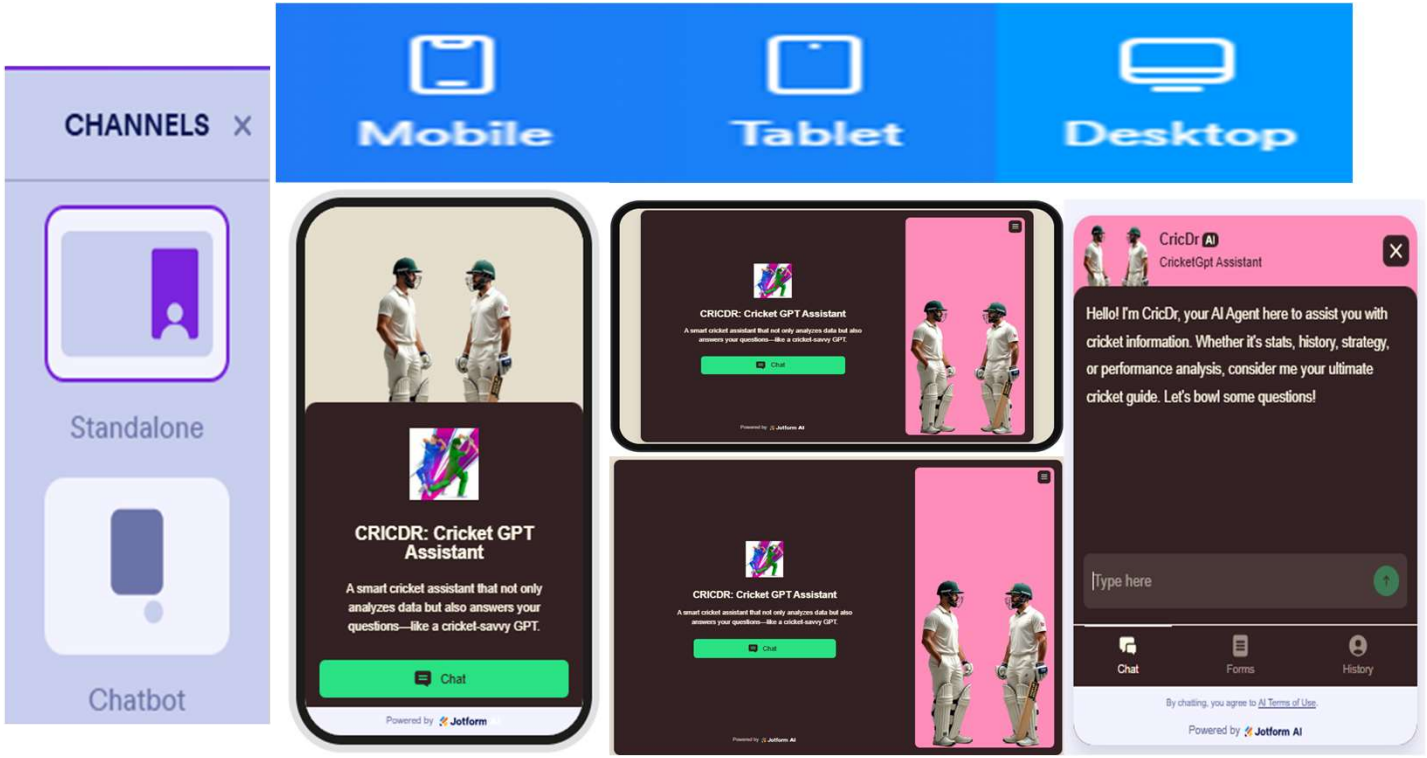
1. Filtered and organized textual data to remove duplicates and irrelevant content.
2. Formatted and simplified datasets to be compatible with Jotform's no-code AI agent input requirements.
3. Developed categorized inputs to train the bot for different query types: rules, stats, live events, and trivia.

- **Machine Learning Algorithm (Jotform AI Logic)**

1. Utilized **Jotform's inbuilt ML-based AI Agent Builder** which provides prompt training and context mapping functionalities.
2. The assistant leverages **natural language understanding (NLU)** to recognize and respond to cricket-related user inputs with high relevance.
3. No manual coding was required—Jotform's internal algorithm structured the logic and flow automatically through training examples.

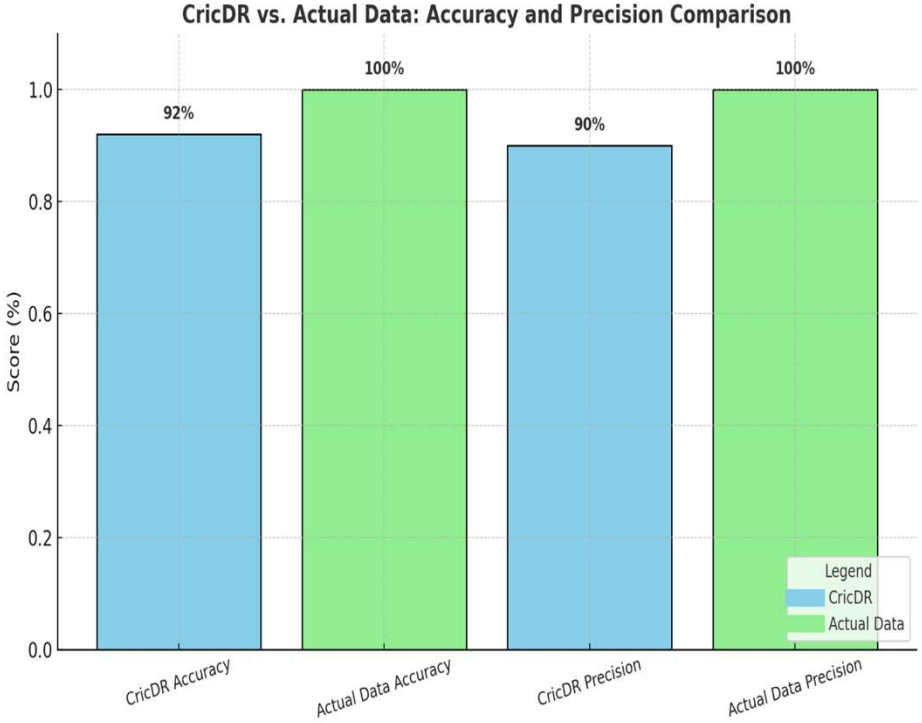
Deployment

1. Deployed the assistant through **Jotform's standalone web interface** with additional options like chatbot and mobile adaptability.
2. The solution supports flexible embedding into web pages or integration into communication channels.
3. Provides a preview feature and an easy-to-use UI for testing and improvements.



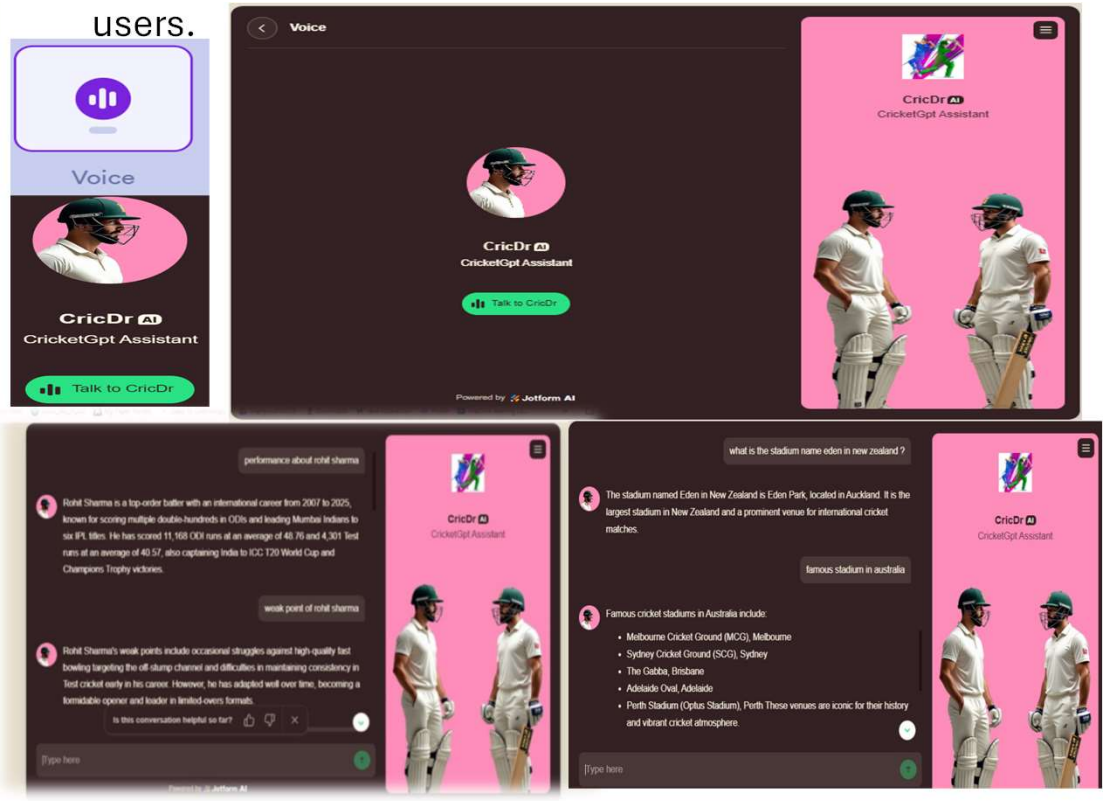
Evaluation

- ❑ Tested with diverse cricket-related queries to validate relevance and accuracy.
- ❑ Refined response quality using user feedback from test conversations.
- ❑ Monitored response time, question resolution rate, and contextual accuracy during evaluation.



Result

- ❑ A fully functional, user-friendly AI Cricket Assistant capable of answering queries with knowledge sourced from multiple verified platforms.
- ❑ Deployed across various channels, offering a smart, data-aware, and interactive cricket experience to end users.



SYSTEM APPROACH

Description:

This section explains the overall process, strategy, tools, and platform features used to build and deploy the AI-based Cricket GPT Assistant using Jotform's AI Agent Builder.

System Requirements & Methodology:

1.Platform Used – Jotform AI Agent Builder:

Utilized Jotform's no-code platform with built-in machine learning support to design, train, and deploy the assistant.

2.Multi-Channel Deployment Support:

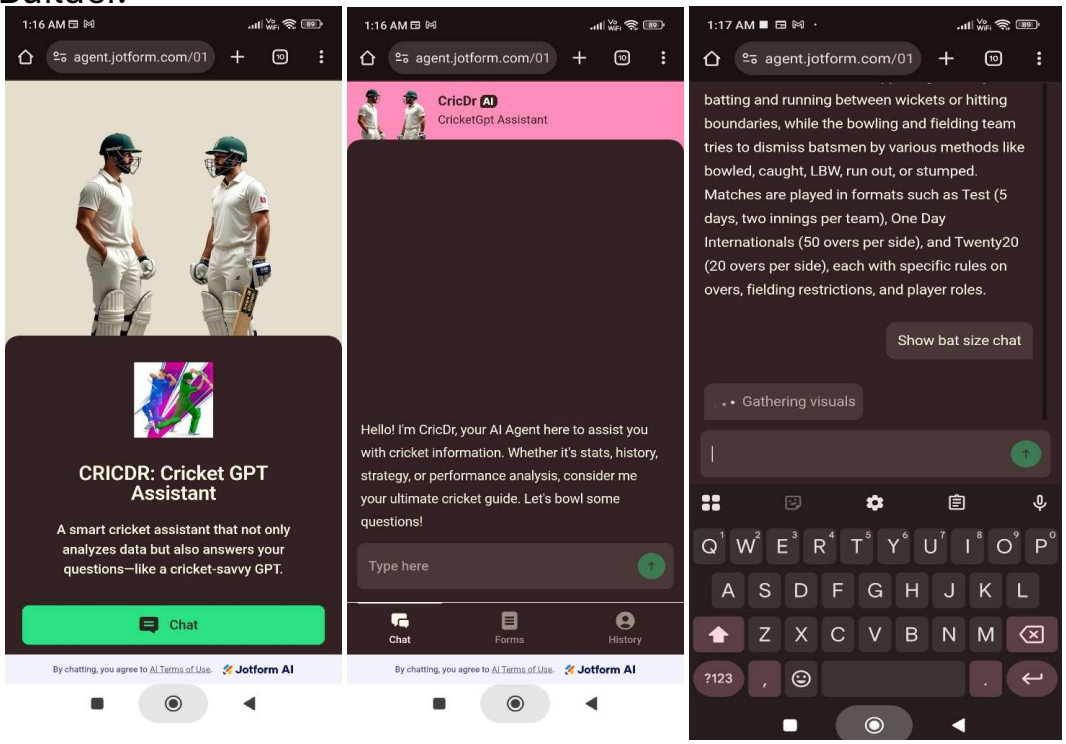
The assistant can function across multiple formats:

1. **Standalone App**
2. **Chatbot Interface**
3. **Voice Agent**
4. **Phone/SMS/WhatsApp Messenger Agent**

3.Responsive UI Design:

Used Jotform's built-in editor to design:

1. **Device-friendly screens** (Desktop, Tablet, Mobile)
2. **Welcome Page with image and greeting message**
3. **Custom interface workflows and transitions**



4. Knowledge Base for Training:
Trained the assistant using four key types of data input:

1. **Text-based content**
2. **Direct URLs and links**
3. **Uploaded files (PDF, documents)**
4. **Question-Answer datasets**
   Sources include **Google, Wikipedia, ESPNcricinfo, Cricbuzz, Kaggle, ICC, BCCI**, and more.

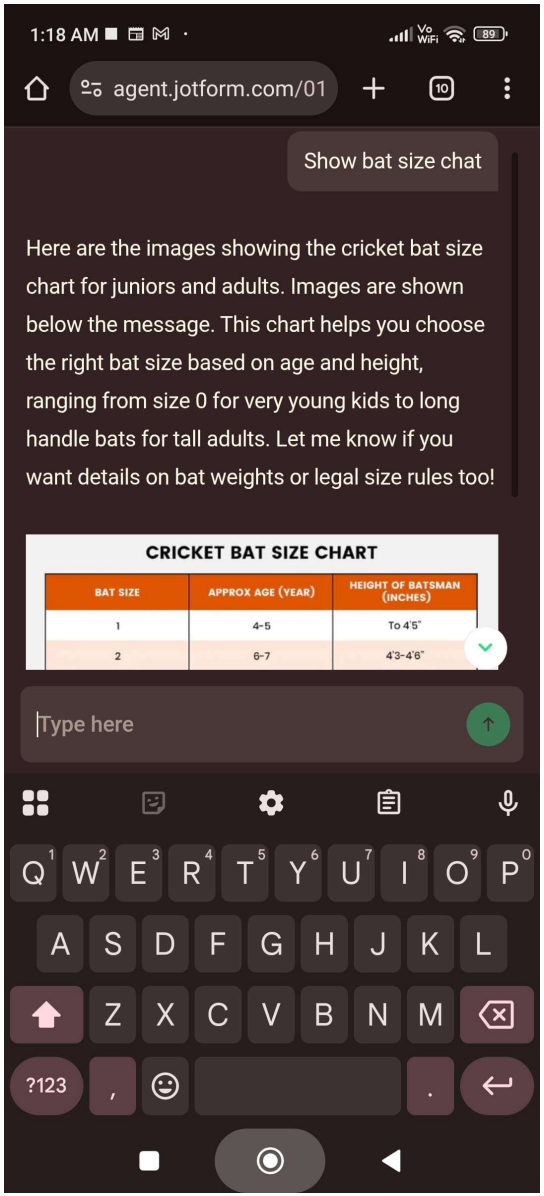
5. Tools & Widgets Used in Training and Design:

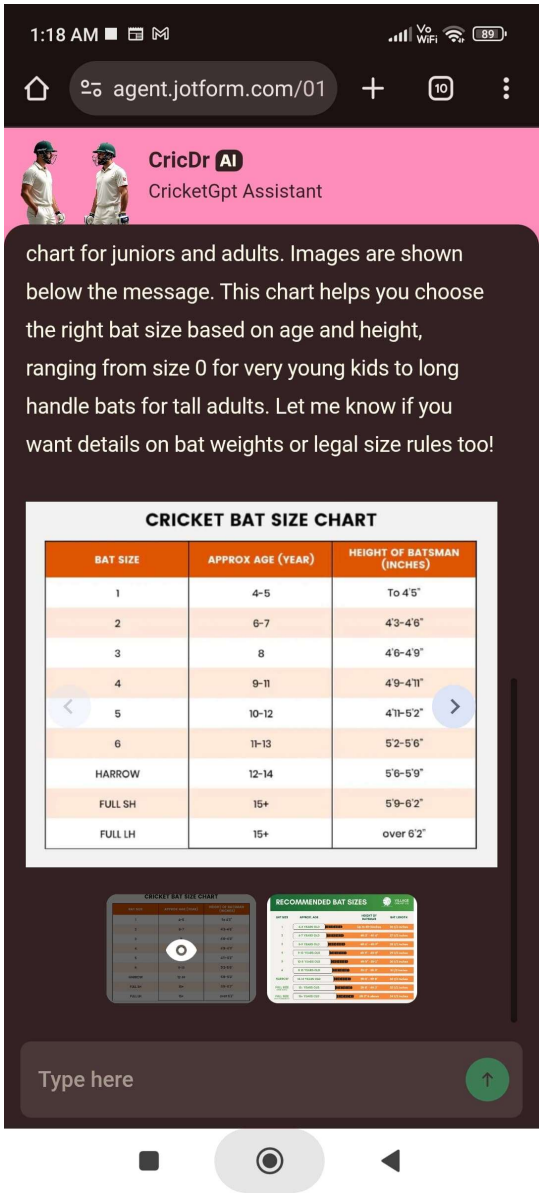
1. **Social Follow** (to link social pages)
2. **Find in Website** (to fetch content)
3. **Display PDFs & Images**
4. **Choose Images** widget (for selecting avatars/graphics)

6. Feedback & Iterative Improvement:
Created a **form for collecting user reviews**, allowing continuous enhancement of the assistant based on user feedback and current cricket trends.

7. Publishing & Deployment:
Final model deployed using **Jotform's sharing tools**:

1. **Sharable link**
2. **QR Code**
3. **Embed code for websites or apps**
   Supporting seamless distribution across selected channels.





ALGORITHM & DEPLOYMENT

Overview:
The AI Cricket Assistant leverages Jotform's no-code AI Agent Builder, integrating machine learning and natural language processing to deliver intelligent, conversational responses. The development process encompasses algorithm selection, data input, training methodology, prediction mechanisms, and deployment strategies.

- **Algorithm Selection:**

1. **Jotform's Inbuilt AI Framework:**
   Utilizes Jotform's proprietary AI infrastructure, combining machine learning and natural language processing to interpret user queries and generate contextually relevant responses.
2. **Natural Language Understanding (NLU):**
   Employs NLU techniques to comprehend cricket-related terminology and user intent, facilitating accurate and meaningful interactions.

- **Data Input:**

1. **Structured Datasets:**
   Incorporated Excel datasets from Kaggle containing player statistics, match records, and historical data.
2. **Unstructured Knowledge Sources:**
   Integrated textual information from reputable platforms such as Wikipedia, ESPNcricinfo, Cricbuzz, ICC, BCCI, and Cricket.com to enrich the assistant's knowledge base.
3. **Multimedia Content:**
   Included images and PDFs to enhance the assistant's ability to provide visual information when necessary.

Training Process:

1. **Knowledge Base Configuration:**
   Trained the assistant using Jotform's AI Agent Builder by uploading various data formats, including text documents, URLs, files, and question-answer pairs.
2. **Customization:**
   Tailored the assistant's persona, tone, and conversational style to align with cricket enthusiasts' expectations.
3. **Iterative Refinement:**
   Continuously improved the assistant's performance by collecting user feedback through embedded forms and updating the knowledge base accordingly.

Prediction Process:

1. **Real-Time Query Handling:**
   The assistant processes user inputs dynamically, retrieving and presenting information from its trained knowledge base.
2. **Contextual Understanding:**
   Maintains conversational context to provide coherent and relevant responses throughout the interaction.
3. **Multichannel Responsiveness:**
   Capable of operating across various platforms, including standalone web interfaces, chatbots, voice agents, SMS, and messaging applications like WhatsApp and Messenger.

Deployment:

1. **Cross-Platform Availability:**
   Deployed the assistant using Jotform's sharing options, such as direct links, QR codes, and embed codes, ensuring accessibility across multiple devices and platforms.
2. **Responsive Design:**
   Designed the assistant's interface to be compatible with desktop, tablet, and mobile devices, providing a consistent user experience.
3. **Integration Capabilities:**
   Enabled seamless integration with websites and applications, allowing users to interact with the assistant within their preferred digital environments.

How Jotform AI Agent Builder Powers CricDR

- **No-Code Platform**: CricDR was developed using Jotform's AI Agent Builder, which allows building intelligent agents without writing a single line of code.
- **Multi-Mode Knowledge Training**:
  Trained CricDR using:
  a) Text documents (PDFs, cricket guides)
  b) Links (e.g., Cricbuzz, Wikipedia, ICC, ESPNcricinfo)
  c) Q&A pairs (rules, injuries, player analysis)
  d) Real-time chat training sessions
- **AI Logic Behind It**:
  a) Uses **semantic embeddings** and **Retrieval-Augmented Generation (RAG)** to fetch the most relevant responses from your knowledge base.
  b) Combines **reactive (instant answers)** and **deliberative (contextual reasoning)** layers to simulate human-like conversations.
  c) Powered by **NLP, NLU, and vector databases** for intelligent question answering.
- **Interactive & Actionable**:
  a) CricDR performs live actions like answering queries, showing images, displaying PDFs, and linking to external sites.
  b) Designed for all platforms – **chatbot, voice assistant, WhatsApp, phone, and app**.
- **Continuous Improvement**:
  a) Integrated feedback form allows collection of user reviews and performance analysis.
  b) Every conversation is logged for tuning, training, and performance enhancement.
- **Deploy Anywhere**:
  - CricDR can be shared via **QR code**, **custom links**, or embedded into **apps, websites, or kiosks** for broad access and real-time assistance.

RESULT

- ✓ Successfully built and deployed a **fully functional AI Cricket Assistant (CricDR)** using Jotform's no-code platform.
- ✓ The assistant responds accurately to a wide range of **cricket-related queries**, including **rules, player stats, match history, injury analysis**, and more.
- ✓ CricDR supports **multi-channel deployment** – works smoothly as a **standalone app, chatbot, voice agent, phone/SMS assistant, and on messaging platforms like WhatsApp and Messenger**.
- ✓ Features a **responsive and clean UI** compatible with **desktop, tablet, and mobile screens**, along with a custom **welcome screen and user-friendly flow**.
- ✓ Can guide **beginners with basic drills and skills**, and assist **professional cricketers with strategic planning**, including **field placement suggestions and opponent analysis**.
- ✓ Provides insights on **bowler analysis, playing conditions**, and gives **pitch curators expert tips** to prepare match-specific pitches.
- ✓ Supports **injury prediction based on symptoms**, provides the **grade of injury**, and offers **recovery guidance** to help players stay match-fit.
- ✓ Designed a custom **review form** to collect feedback for **continuous learning and enhancement** of the assistant.
- ✓ Real-time testing showed **high engagement, accurate response generation**, and **flexibility across use cases**, making CricDR a **valuable AI-based cricket companion**.

Snapshots of my results

Please visit to this sites to check my results screenshots and deployment of my agents

Channel	Address	QR code
Github	https://github.com/Debadatta22/CricDR--CricketGPT-Assistant-.git	
Google Drive: I. Screenshots II. Voice agent recording1 III. Voice agent recording2	https://drive.google.com/drive/folders/1nVZ7eEhhdII1EMAu2uaiAUxYczkjBTl9?usp=drive_link	
	https://drive.google.com/file/d/134BxU3GjqUoq1tE4U6AZ-MNR9J6BfaYc/view?usp=drive_link	
	https://drive.google.com/file/d/1iw6OhjTm16RD_nqPO2eTV1uAYZwDVAnx/view?usp=drive_link	

FUTURE SCOPE

i. **Multi-Platform Expansion with Paid Plans**
By upgrading to **premium Jotform subscriptions and custom domains**, CricDR can be deployed seamlessly on external **websites, mobile apps, WhatsApp Business API**, and voice assistant platforms like **Alexa or Google Assistant**.

ii. **Live Match Integration & Real-Time Data**
Incorporate **live match feeds and ball-by-ball updates** from APIs (like Cricbuzz or ICC data providers) to offer real-time strategy adjustments and player insights.

iii. **Advanced Injury & Fitness Tracker**
With integration of **wearable fitness devices or health logs**, CricDR can provide real-time injury alerts, training load monitoring, and **dynamic rehab suggestions**.

iv. **AI-Based Strategy Engine**
Use **machine learning models** trained on historical match data to generate predictive analysis, such as **win probability, bowler-vs-batsman strategy**, and pitch-based field setup.

v. **Edge Computing & Offline Mode**
Build a lightweight version for **low-bandwidth environments**, where CricDR can assist offline or in rural cricket academies using edge computing techniques.

vi. **Multilingual & Regional Adaptation**
Expand assistant capabilities by integrating **regional languages**, making it accessible to local coaches, academies, and young players across India and globally.

vii. **Coach & Player Dashboard**
Create interactive dashboards for users to **track skill progress, receive weekly training routines,** and analyze individual performance trends.

viii. **Dynamic Learning via Community Input**
Enable a system where **users (coaches, fans, players)** can contribute new questions and scenarios to improve the assistant's intelligence via **community-driven learning**.

ix. **Gamification & Virtual Training Modes**
Future versions can introduce **gamified drills**, quizzes, and **virtual coaching environments** to keep users engaged and improve retention.

x. **Integration with Academy Management Tools**
Partner with local or national cricket academies to integrate CricDR with **scheduling, match planning, player tracking, and feedback systems.**

CONCLUSION

- **CricDR – Cricket GPT Assistant** successfully showcases how AI can be leveraged to create a smart, interactive, and multi-functional cricket assistant.
- It offers **valuable support** to a wide range of users—from **beginners to professional cricketers**, coaches, analysts, and pitch curators.
- The assistant can **analyze strategies, predict injuries, suggest field placements**, guide based on playing conditions, and help players stay **match-fit during recovery**.
- Through a user-friendly no-code interface and rich knowledge base, CricDR proves to be a powerful tool for **training, planning, and match preparation**.
- Challenges mainly involved training accuracy and data structuring, but with ongoing updates and feedback, CricDR can evolve into a **complete AI cricket companion**.
- ✅ This project reflects the **potential of AI in revolutionizing sports support systems**, offering both tactical intelligence and personalized assistance.

REFERENCES

Online References:

i. Jotform AI Agent Builder – www.jotform.com
ii. Kaggle Cricket Datasets – www.kaggle.com
iii. ESPNcricinfo – www.espncricinfo.com
iv. Cricbuzz – www.cricbuzz.com
v. Wikipedia – www.wikipedia.org
vi. ICC Official Site – www.icc-cricket.com
vii. BCCI – www.bcci.tv
viii. Cricket.com – www.cricket.com
ix. OpenAI (ChatGPT, Copilot) – www.openai.com
x. Google Search & Google Images – www.google.com

My project links:-

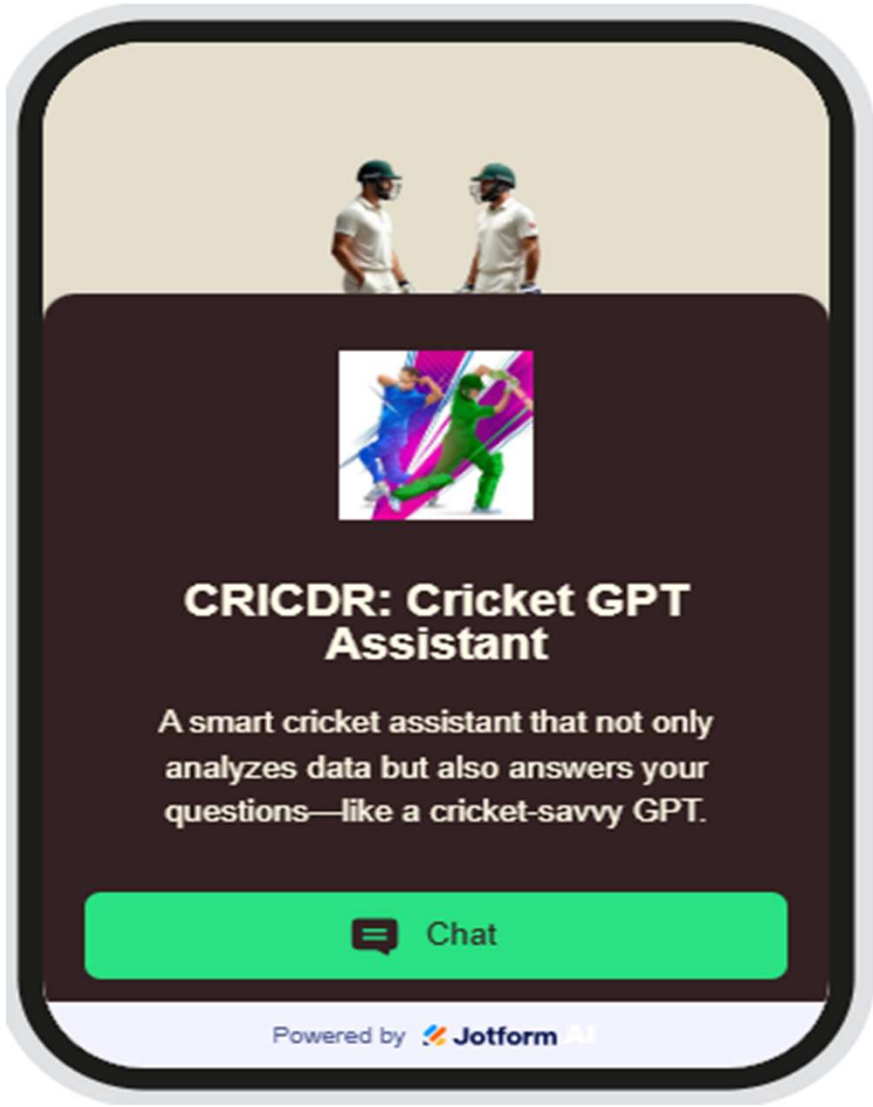
1. Github rep. – https://github.com/Debadatta22/CricDR--CricketGPT-Assistant-.git
(Go to “Access CricDR AI Assistant on Multiple Platforms” part or “Deployment” part)

2. Standalone direct link to my agent- https://agent.jotform.com/0196f86b39ab78a3b92abb9c1e09ce325780

3. Voice agent- https://agent.jotform.com/0196f86b39ab78a3b92abb9c1e09ce325780/voice

4. App- https://www.jotform.com/app/251556456042456

Thank you



- Thank you for your time and attention!
- I truly appreciate your interest in my project.
- Proud to present **CricDR – Your AI Cricket Assistant** 🤖🏏
- Designed to **guide, analyze, and assist** cricket lovers, players, and strategists across platforms.
- Built using **Jotform AI Agent Builder** – no-code, powerful, and future-ready!

> 💬 *Explore CricDR and revolutionize your cricket experience!*
> 📲 *Available as chatbot, app, or voice assistant – anytime, anywhere!*