# Fantasy Cricket

This game is made according to the requirements of the Final Project of the Internshala online training of Python programming.

## Python files:

Three files are used to make the code more convenient and have a similar GUI throughout.

### main.py

main.py is the main game GUI and should be run first.

This python file creates the main window of the game and has all the Event handler functions required for the main window of the game.

### EvaluateWindow.py

EvaluateWindow is the window where the user can evaluate scores of the saved teams.

This python file creates the window where users can evaluate their teams. It consists of all the Event Handler functions required for the evaluation screen to work.

### ScoreCalc.py

ScoreCalc.py is a module in which there is a Player class which has different instance methods that can set the score of the given player and calculate the total points of the same player.

## Database:

The name of the database is fantasy\_cricket.db. This database is created through Sqlite.

There are 3 tables in this database:

### match

The match table consists of all the different scores of the players. This table is used by ScoreCalc to find out the score of each player.

### stats

The stats table has the stats of the player. Out of all the stats the most important feature or column for us is the value column. The value column gives the values of all the players and is used to subtract the total user points (default = 1000) and let the user select the players until their points are not exhausted.

### teams

The teams table saves all the data after the user saves their team. The value of the points is set to 0 by default as the calculation of this value is done when the Evaluate button in the EvaluateWindow is pressed (as per given in the problem statement).

## Calculation of scores

the total points are calculated using these conditions:

Batting:

-> 1 point for 2 runs scored

-> Additional 5 points for half century

-> Additional 10 points for century

-> 2 points for strike rate of 80-90

-> Additional 4 points for strike rate > 100

-> 1 point for hitting a four and 2 points for hitting a six

Bowling:

-> 10 points for each wicket

-> Additional 5 points for 3 wickets per innings

-> Additional 10 points for 5 wickets or more in innings

-> 4 points for economy rate between 3.5 and 4.5

-> 7 points for economy rate between 2 and 3.5

-> 10 points for economy rate less than 2

Fielding:

-> 10 points each for catch/stumping/run out

Thank you for playing this game!

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