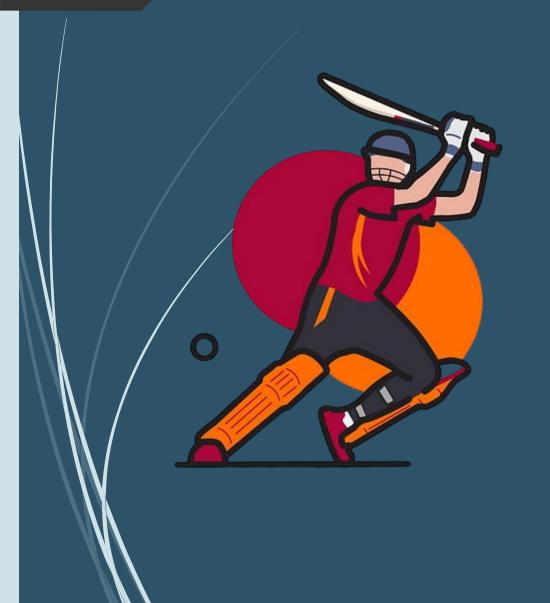
GUESS-BALL



Submitted By :-

- Anmol Rajput
- Swapnil Gupta
- Shubham Tiwari
- Lakshya Srivastava

Vision

Interactive Cricket Live Streaming Experience.

Entertainment Along-Side Live Cricket Match.

Increase Engagement Of Viewers With Live Cricket Match.

Game: Where Viewers Can Win Prizes Using Their Cricketing Knowledge.

Problems Faced In Traditional Sports Live Streaming Platforms:

Viewers Have To Sit Idol During the Cricket Matches And Mainly The Ad Breaks.

No Games, Quizzes Or Live Polls During The Matches, i.e., less interactive Experience For Viewers During Live Stream.

No platform, where Viewers can use their cricketing prediction skills to compete with each other and Win Prizes.

Less Engagement For The Viewers.

Why Guess-Ball And It's Usefulness:

An Interactive Sports Live Streaming Platform, with maximum viewer involvement.

Platform, Where Viewers Can win prizes playing Quizzes and Next Ball prediction games.

More Entertainment For Viewers, As They Can play game Along Side Watching Live Stream.

Less Idol Time And More Engagement For The Viewers.

Improves Viewer Satisfaction.

Frontend - React JS

Technology
Stack Used:

Backend – Spring boot

Database - MySQL

User Persona:

Our Product will be used By 2 Kinds Of Users:

User

- Users can see Their Profile.
- Users can see Their All-Game Stats (Like Prediction Accuracy, Games Played).
- Users Can See Their History Of Matches Watched.
- Users Can Select their favorite Match to watch it live & Play Game Along-side.
- Users Can View The Overall Game Leaderboard.

Admin

- Admin Can Give The Input Of The Ball's Outcome.
- Admin can change the match details

Implemented Features:

Log-in/Sign-up Screens

User Dashboard

Leaderboard Card

User Profile

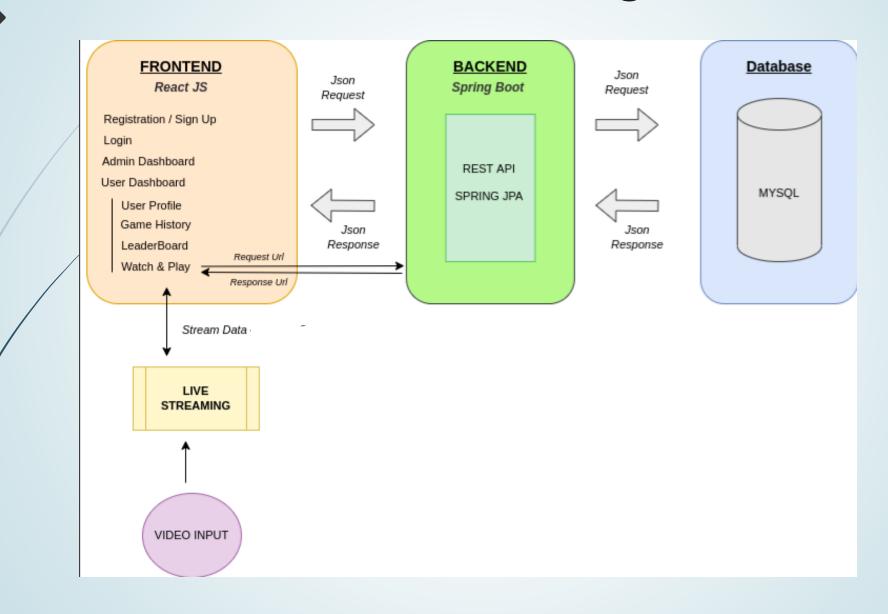
Watch N Play Screen (Live Stream)

Real Time Leaderboard

Player History

Match Wise Leaderboard

Architecture Diagram



Future Scope:

Add Premium User

Add option to form groups and play

Add Live-chat option

Add a polling Feature

THANK YOU!!