⚡ ODDTI™ v2.2 Web Edition — Official Game Manual

Designed by: Ganesh P. Nair (GPN)

Engine & Implementation: ChatGPT (co-developer)

Build: Web Edition v2.2
Platform: Web Edition (HTML, CSS, JS)
Size: 27KB

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Contents

Summary>-

⚡ ODDTI™ — The Classic Indian Hand Cricket, Reimagined in Code

ODDTI™ (read as Oddity) is a digital revival of India's favorite schoolyard number game — Odd/Even Hand Cricket — rebuilt for the modern age in Python.

Created by Ganesh P. Nair (⚡ GPN ⚡), ODDTI brings nostalgic childhood fun into the world of coding, logic, and clean design. What began as a simple playground challenge between friends has evolved into a structured, rule-based digital experience playable on both computers and TI-84 Plus CE calculators.

Built with the spirit of simplicity and precision, ODDTI transforms raw numbers into strategy. The player competes against the computer in a classic toss, chooses to bat or bowl, and scores runs through pure probability and logic — until one side is out or victorious. The full version even features series mode, where the best of three matches decides the champion.

Every part of ODDTI's code was written with clarity and discipline — no shortcuts, no "jugaad." The goal was to preserve childhood imagination while teaching real programming fundamentals. Players can read, modify, and learn from the code as they play, making it both a game and a learning tool.

"A bridge between India's playgrounds and Python's logic."
— ⚡ GPN ⚡

Whether you're a nostalgic millennial, a curious student, or an aspiring engineer, ODDTI™ invites you to rediscover how simple games can teach powerful ideas — where play meets purpose, and every number tells a story.

Gameplay >-

🎯 Game Concept

ODDTI™ (read as Oddity) is a digital version of the classic odd/even hand-cricket game that school students played across India.
It blends nostalgia and logic — a simple bat-ball mechanic with the mathematical thrill of odds, evens, and quick decision-making.

You play against the computer (CPU).
Every match starts with a toss and continues through two innings, with detailed scoring, real-time run tracking, and a proper win margin system.
The game supports Single Matches and Best-of-3 Series modes.

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⚙️ Game Structure

Each match follows this structure:

1. Toss Phase
2. First Innings
3. Second Innings (Chase)
4. Result Declaration
5. (Optional) Next Match (in Series Mode)

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🧿 Game Objective

- Score more runs than your opponent (CPU).
- Win either the single match or best-of-3 series.
- Outs occur when both player and CPU select the same number.

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🎮 How to Play

🏏 Step 1: Start a New Game

- Click “New Game”.
- Select your Mode at the top left:
- Single Match — One complete game.
- Best of 3 — First to 2 wins takes the series.

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🎲 Step 2: The Toss

- Choose Odd or Even using the dropdown.
- Select any number between 0–6.
- Click “Do Toss” (for player toss) or “CPU Toss” to let the computer call it.
- The computer also picks a random number.
- The sum of both numbers determines the winner:
- Odd sum → Odd call wins
- Even sum → Even call wins

✅ You can only do one toss per match.
Once it’s done, it’s locked for that game.

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🏏 Step 3: Choose Bat or Bowl

- If you win the toss → choose Bat First or Bowl First.
- If CPU wins → it randomly decides whether to bat or bowl.
- Once innings start, toss buttons and toss controls are disabled for the rest of the match.

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⚾ Step 4: First Innings

- The batting side plays until OUT (when both select the same number).
- Each turn:
- You (or CPU) choose a number between 0–6.
- The opponent simultaneously picks a random number.
- When batting:
- Only your number counts as runs.
- The bowler's number doesn't add to score.
- When bowling:
- CPU's number counts as runs.
- If both numbers match → batsman is OUT.

💡 Example:

You bat: choose 4. CPU bowls 2 → You score 4 runs.
You bat: choose 5. CPU bowls 5 → OUT!

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🔁 Step 5: Second Innings (Chase)

- Once first innings ends, the chasing side starts automatically.
- The Target and Runs Required update in real time:
- Target = Score of first innings
- Runs Required = (Target + 1) – Current runs of chasing side
- If chasing side reaches or exceeds the target → Instant Win.
- If OUT before reaching → Opponent wins.

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🏆 Step 6: Match Result

At the end of the second innings:

- The game automatically declares:
- Winner (Player / CPU)
- Margin (by how many runs)
- Example:
- "You won by 6 runs"
- "CPU won by 4 runs"
- "Match tied"

The result appears in the Match Result Panel below the play area.

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📊 Scoring and Display

Section	Description
Player Score	Total runs made by you
Player Balls	Balls faced (1 per turn)
CPU Score	Runs made by CPU
CPU Balls	Balls bowled by CPU
Target	Score to chase in second innings
Runs Required	Remaining runs to win
Innings Label	First or Second
Last Ball	Shows latest play (e.g. Player 4 - CPU 2)
Match Status	Dynamic updates (Toss pending, Batting, OUT, Win, etc.)

🧱 Series Mode (Best of 3)

- Each match result is stored in the Series Log.
- You can win the series by winning 2 out of 3 matches.
- Between matches:
- Click Next Match to begin the next toss.
- No scoring or toss data carries over.
- Final series result shows as:

You 2 - 1 CPU

⚡ Special Features

Feature	Description
Auto-CPU Mode	Toggle CPU automation for fast play (useful for testing)
Last Ball Display	Shows the exact numbers from the last play
Win Margin	Displays victory by runs difference
Real Toss Logic	Only one toss per match, result decides innings
Complete Reset	“Reset All” clears series and match history
Score Log	View ball-by-ball log with timestamps
Series Log	View all match results in the right panel

🧭 Quick Reference Controls

Control	Function
New Game	Start a new match
Do Toss	Player conducts toss
CPU Toss	CPU conducts toss
Bat First / Bowl First	Player chooses innings (if toss won)
Submit Number	Submit your batting/bowling input
Force End	Ends current innings manually
Next Match	Starts next game in Best-of-3 mode
New Match	Resets everything for fresh single match
Toggle Auto-CPU	Enables/disables automatic CPU turns
Show Scorecard	Shows series match summary
Reset All	Clears all data (use with caution)

💡 Tips for Smooth Gameplay

1. Toss once per match only.

Toss buttons lock after result.

2. Always select your number before clicking Submit.
3. Follow innings order carefully:

1st innings → Chase → Match end → Next Match.

4. Use Auto-CPU for faster testing or watching.
5. Refresh page only if something freezes — it resets the whole game.
6. Play fullscreen (landscape) for best experience on iPad or laptop.
7. The game runs best on Safari (macOS/iOS) and Chrome.

👨‍💻 Technical Details

- Built in HTML, CSS, and Vanilla JavaScript
- Fully offline playable (no internet required)
- Optimized for:
  - Safari (macOS, iPadOS, iOS)
  - Chrome / Edge
- Created & tested using MacBook Pro (M2) on macOS 26 and CMF phone 2 pro running Chrome for Android (Android 15)

🏁 Credits

Role	**Contributor**
Concept & Design	Ganesh P. Nair (GPN)
Programming Logic & Flow	Ganesh P. Nair
Implementation & Optimization	ChatGPT (OpenAI)
Testing & QA	Ganesh P. Nair (GPN)

Build System: macOS Safari / PyCharm / TI Connect CE
Version: v2.2 (Next-Match + Last Ball + Margin Fix Build)

🕹️ Tagline

“From schoolyard chalk lines to silicon logic —
The spirit of odd/even lives on.”