Flow Chart for game logic

Date
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Odd / even

legends
- game logic
- pyfom logic

html, .pj

logic : Cricket analogy

toss : P_1 & P_2 to choose odd/even

P_1: Person
P_2: CPU
random no. fn to get a whole no. b/w 0 to 6

both players show a no. simultaneously (b/w 0 to 6) & sum of both numbers is taken ; ~~if it is odd~~.

↓ depending on odd/even

One player ~~choose~~ wins the toss & choose to bat / bowl

⇒ if CPU wins toss bat / bowl is assigned 2 no.s 0 or 1 & rand fn is used to choose b/w 0 or 1 (constraint) & depending on selection its bat / bowl here the person (P_1) will be assigned the other fn. automatically.

⇒ if person wins toss the remaining fn ~~is~~ is assigned to CPU

if choose ~~bowling~~ batting you can choose a no. b/w 0 to 6

simultaneously bowler closes the score

(rand fn with constraint b/w 0 to 6 (int fn.))

the runs made by batsman is added until both players comes up with exact score no.

then batsman is bowled out (S+=1) fn.

score of batsman = *S = S+1

cumilative score of batsman is added & the bowler now become batsman & has to ~~score~~ achieve a target of score+1

↓→ if $P_1 == P_2$ Game out
(P1: selection of person; P2 hp. idle obj (PC))

once the current batsman crosses the target score that player wins else first batsman (P1) wins.

→ if $S_2 \geq S_1$ (P_2 wins)
$S_2 < S_1$ (P_1 wins)
$S_2 == S_1$ (tied)
~~$S_2 + = S_2$~~ ($S_2 += 1$) logic for score of second innings batsman.

↓

→ W_1 $+=1$ if P_1 wins
W_2 $+=1$ if P_2 wins

↓

if $W_{(1 or 2)} == 2$
depends on W_1 or W_2
P_1 / P_2 wins

↓

$P_{1\,(or\,2)}$ wins the series !!!

series match
↓
3 series
↓
winner of 2/3 matches in series is the game

·PJ for IDE DTP
html for web game
(Compatible browsers)
Android / IOS / MacOS etc

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