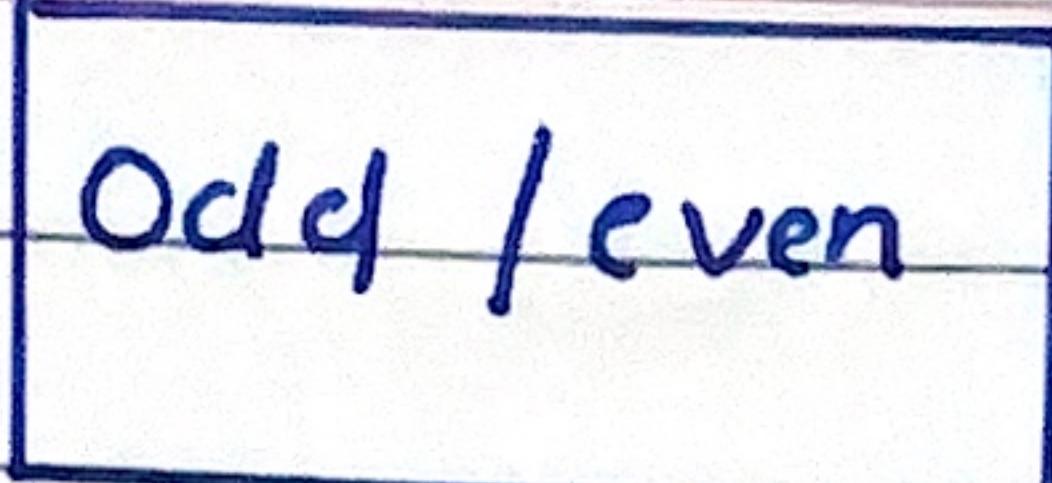


Flow chart for game logic

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30/10/25



Legends

- game logic
- program logic

html, .py

logic : (cricket analogy)

toss : $\pi P, \alpha P$, to choose odd/even

P₁: Person

P₂: CPU

random no.

b/w 0 to 6

a whole no. b/w 0 to 6

both players show a no. simultaneously

(b/w 0 to 6) A sum of both numbers is taken ; if it's odd -

↓ depending on odd/even

→ if CPU wins toss

bat / bowl is assigned

2 nos. 0 or 1

A rand fn is used

to choose b/w 0 or 1

(constraint) A

depending on relation

its bat / bowl here

The person (P₁) will

be assigned the other

fn. Automatically.

→ if person wins toss

the remaining fn is 1)

assigned to (CPU)

One player chooses the toss & choose to bat / bowl

if choose bowling batting

you can choose a no. b/w 0 to 6

similarly bowler does the same

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

the runs made by batsman is

cumulative score of batsman

comes up with exact score no.

Ken batsman is bowled out

score of batsman = $s = s + 1$

cumulative score of batsman is

added & the bowler now

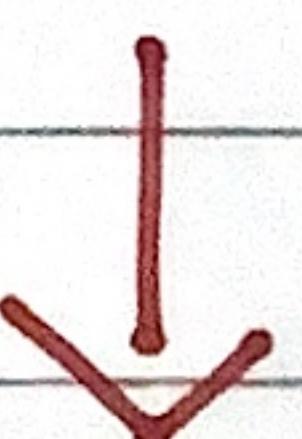
become batsman & has to achieve a target of score + 1

↓ if $P_1 = P_2$ you's out
 $(P_1:$ solution of person; P_2 b.p. IDW
 $\text{bj CAU})$

Once the current batsman crosses the target score last player wins else
 first batsman ~~or~~ P_1 (P.) wins.

→ if $S_2 \geq S_1$ (P_2 wins)
 $S_2 < S_1$ (P_1 wins)
 $S_2 = S_1$ (tie)

~~$S_2 \neq S_1$~~ , ($S_2 + 1$) logic for score of
 second innings batsman.

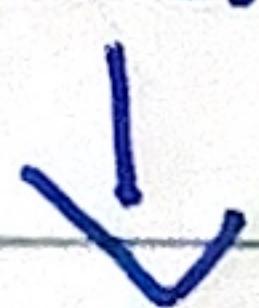


→ $w_1 + 1$ if P_1 wins series match

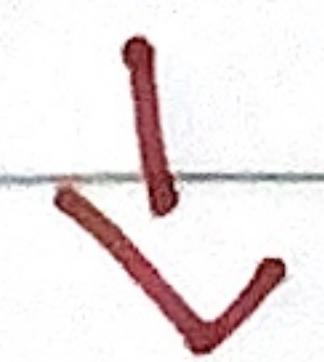
$w_2 + 1$ if P_2 wins

↓
3 series

if $w_{(1 or 2)} == 2$



depends on w_1 or w_2 winner of 2/3 matches in series
 P_1 / P_2 wins wins the game



P_1 (or P_2) wins the series !!!

• P1 for IDE ATR

html for web game

(compatible together)

Android / iOS / macos etc

(ODD TI™)
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