

SYNOPSIS

TITLE OF THE PROJECT

Fantasy Cricket Game

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INTRODUCTION

The title of the project is “Fantasy Cricket Game”. Fantasy cricket is a platform to enjoy the fascinating dream of cricket. It is the game where people can create their virtual team of players and earn points depending upon the performance of the players in matches. With the help of vast knowledge and experience of cricket, people can decide the number of players, their matches and numerous other important things.

The concept involves selecting a team of 11 players from the group of players who are playing matches. Player selection does not limit the number of batsmen, bowlers and all-rounder and wicketkeeper. Because while playing fantasy cricket game, more than players it is important to beat the opposite team by large gap and score.

OBJECTIVES

This project is based on Game development technology, the main concept behind this was just like playing a game on virtual space with your team following the same formats that you see the teams playing on the field.

In other words we can say that this project has following objectives:

- Offers real-time engagement with the teams and players.
- Fantasy Cricket helps you to play the game on your own that goes beyond watching the game on the virtual screen.
- Friends, family and co-workers have handed together to assemble fantasy teams and win points based on how on how their picks perform.
- People can select and modify their teams as they want.

PROJECT CATEGORY

This project as title “Fantasy Cricket Game “ is comes under “Game Development Technology “ . This application is developed with the help of python IDLE 3.5 , Qt designer, and sqlite3 studio. This type of application is gaining the utmost popularity and it’s easy to install the app that helps you to play the game in your way.

Tools/Platform

This project is developed using the tools, which are most suited for development of gaming application. The tools are as follows:

- Python IDLE 3.5 (Scripting)
- Qt Designer (Front end)
- Sqlite3 studio (Database as Back end)

HARDWARE AND SOFTWARE REQUIREMENT

Hardware

Processor	Pentium-II or Higher
Processor speed	533 MHZ
Hard Disk Space	20 GB(min)
RAM Memory	32 MB(64 MB recommended)

Software

Operating System	Window95/98/NT/2000
Front End	Qt Designer (Python IDLE 3.5)
Database Server	sqlite3

PROBLEM STATEMENT

The game must allow the person to play the game as create the team of 11 players, save the team and evaluate the score of team based on the performance of players of team as pick by the person.

To calculate the score for each player, use the rules as displayed below:

Batting

- 1 point for 2 runs scored
- Additional 5 points for half century
- Additional 10 points for century
- 2 points for strike rate (runs/balls faced) of 80-100
- Additional 4 points for strike rate > 100
- 1 point for hitting a boundary (four) and 2 points for over boundary (six)

Bowling

- 10 points for each wicket
- Additional 5 points for three wickets per innings
- Additional 10 points for 5 wickets or more in innings
- 4 points for economy rate (runs given per over) 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

SYSTEM DESIGN

1 - Opening screen of the application. Select the players of each category by selecting the category. To begin with, the selection is disabled until a new team is created from the Manage Teams menu. A pop up asking the name of the team appears.

The screenshot shows a window titled 'MainWindow' with a subtitle 'Manage Teams'. The interface includes several input fields and buttons for team management.

Your Selections

Batsman (BAT) Bowler (BOW) Wicketkeeper (WK) All-Rounder (AR)

Points Available Points Used

☐ BAT ☐ BOW ☐ WIK ☐ AR

Team Name

Available Player

Selected Players

2 - The toolbar menu options which allow you to create a new team, open an existing team, save your team and finally evaluate the score of a saved team.

The screenshot shows a Windows application window titled "MainWindow" with standard minimize, maximize, and close buttons. A "Manage Teams" menu is open, displaying the following options: "New Team", "Open Team", "Save Team", and "Evaluate Team". The main interface includes several input fields and controls:

- A text input field followed by the label "Bowler (BOW)".
- A text input field followed by the label "Wicketkeeper (WK)".
- A text input field followed by the label "All-Rounder (AR)".
- A label "Points Available" followed by a text input field.
- A label "Points Used" followed by a text input field.
- Four radio buttons labeled "BAT", "BOW", "WIK", and "AR".
- A label "Team Name" followed by a text input field.
- A large empty rectangular box labeled "Available Player" at the bottom left.
- A large empty rectangular box labeled "Selected Players" at the bottom right.
- An "EXIT" button centered at the bottom.

3 - After clicking New Team, the left box is populated with player names. As you select a different category, the corresponding list of players is displayed.

MainWindow

Manage Teams

Your Selections

Batsman (BAT) Bowler (BOW) Wicketkeeper (WK) All-Rounder (AR)

Points Available Points Used

☒ BAT ☐ BOW ☐ WIK ☐ AR

Team Name

Available Player

- Rohit Sharma
- Virat Kohli
- Kedar Jadav
- A Rahane
- Shikhar Dhawan
- S Iyer
- Manish Pandey

EXIT

Selected Players

4 - On double-clicking each player name, the right box gets populated. Points available and used are displayed accordingly.

MainWindow

Manage Teams

Your Selections

Batsman (BAT) Bowler (BOW) Wicketkeeper (WK) All-Rounder (AR)

Points Available Points Used

☒ BAT ☐ BOW ☐ WIK ☐ AR

Team Name

Rohit Sharma

Manish Pandey

Available Player

Virat Kohli

Kedar Jadav

A Rahane

Shikhar Dhawan

S Iyer

Selected Players

5 - Message if the game logic is not followed

MainWindow

Manage Teams

Your Selections

Batsman (BAT) Bowler (BOW) Wicketkeeper (WK) All-Rounder (AR)

Points Available Points Used

☒ BAT ☐ BOW ☐ WIK ☐ AR

Team Name

Rohit Sharma

Manish Pandey

Available Player

Team selector ✕

insufficient Player

OK

Virat Kohli

Kedar Jadav

A Rahane

Shikhar Dhawan

S Iyer

Selected Players

6 - Pop-up on clicking Evaluate Score. You can select your team here and the match for which the players' performance is compared.

The screenshot shows a Windows application titled 'MainWindow' with a 'Manage Teams' section. The 'Your Selections' section includes a 'Batsman (BAT)' input field with the value '5', a 'Points Available' input field with the value '629', and three radio buttons labeled 'BAT', 'BOW', and 'WIK', with 'BAT' selected. Below these is a list of 'Available Player' names: Rohit Sharma and Manish Pandey. A 'Pop-up' dialog box is open, titled 'MainWindow', with a 'Choose Team' dropdown menu set to 'Geeta' and a 'Choose Match' dropdown menu set to '--SELECT MATCH--'. The dialog displays a table of 'Players' and 'Scores' for the selected team and match. The table lists 11 players and their scores. Below the table is a 'Calculate Score' button and a text box showing the calculated score '470'.

Players	Scores
Rohit Sharma	40
Virat Kohli	78
Kedar Jadav	39
A Rahane	37
Shikhar Dhawan	20
Axar Patel	20
J Bumrah	10
Bhuwaneshwar	29
MS Dhoni	83
R Ashwin	93
Yuvraj Singh	21

Calculate Score

470

DATABASE DESIGN

Database Design is important in any project. The following tables are used in this project to store the information about the players .

1. Match

Field Name	Null/Not Null	Data Type
Player	Null	String
Scored	Null	Integer
Faced	Null	Integer
Fours	Null	Integer
Sixes	Null	Integer
Bowled	Null	Integer
Maiden	Null	Integer
Given	Null	Integer
Wickets	Null	Integer
Catches	Null	Integer
Stumping	Null	Integer
Runout	Null	Integer

2. Players

Field Name	Null/Not Null	Data type
Player	Null	String
Country	Null	String
Points	Null	Integer
Ctg	Null	String

3. Stats

Field Name	Null/Not Null	Data Type
Player	Null	String
Matches	Null	Integer
Runs	Null	Integer
Hundred	Null	Integer
Fifty	Null	Integer
Batavg	Null	Decimal
Strikerate	Null	Decimal
Wickets	Null	Integer

Bowlavg	Null	Decimal
4WI	Null	Integer
EconomyRate	Null	Decimal
Catch	Null	Integer
Stump	Null	Integer
Value	Null	Integer
Category	Null	String
Team	Null	String

4. Teams

Field Name	Null/Not Null	Data Type
Name	Null	String
Players	Null	String
Value	Null	Integer

Scope of the Project

"Fantasy cricket is a part of the fantasy sport genre. It is an online game where you create a virtual team of real cricket players and score points depends on how you chosen players perform in real life matches."

Cricket is growing at a fast paced with more people attending live games, watching matches and buying merchandise, they are also are becoming more involved with fantasy leagues. Our game itself as seen more users coming in over time, some users are old cricket fans and some have just become them!