# 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 REQUIRENMENT

#### 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**

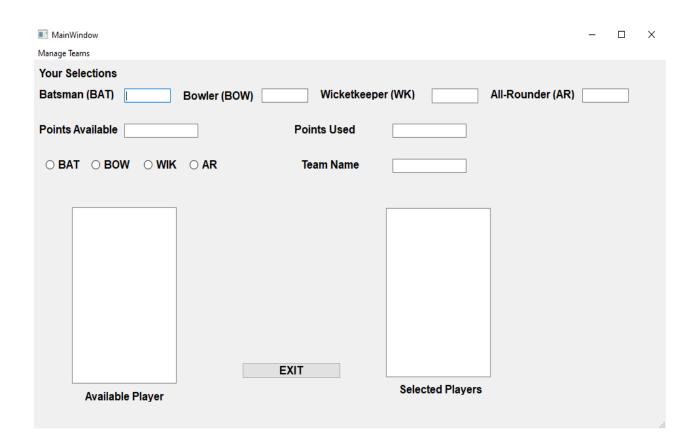
- 10 points for each wicket
- Additional 5 points for three wickets per innings
- Additional 10 points for 5 wickets or more in innings
- 4 points for economy rate (runs given per over) between 3.5 and 4.5
- 7 points for economy rate between 2 and 3.5
- 10 points for economy rate less than 2

#### **Fielding**

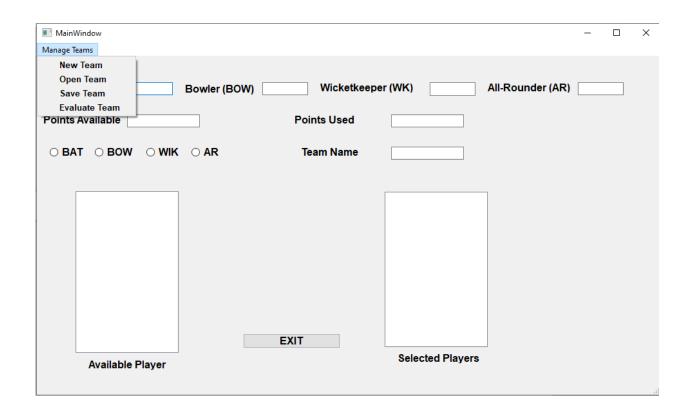
• 10 points each for catch/stumping/run out

#### **SYSTEM DESIGN**

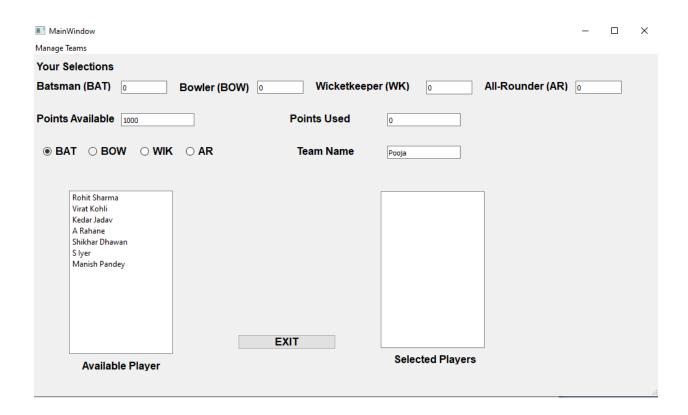
1 - Opening screen of the application. Select the players of each category by selecting the category. To begin with, the selection is disabled until a new team is created from the Manage Teams menu. A pop up asking the name of the team appears.



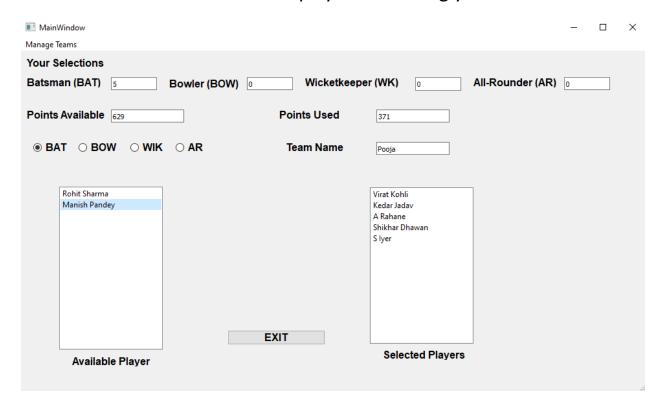
2 - The toolbar menu options which allow you to create a new team, open an existing team, save your team and finally evaluate the score of a saved team.



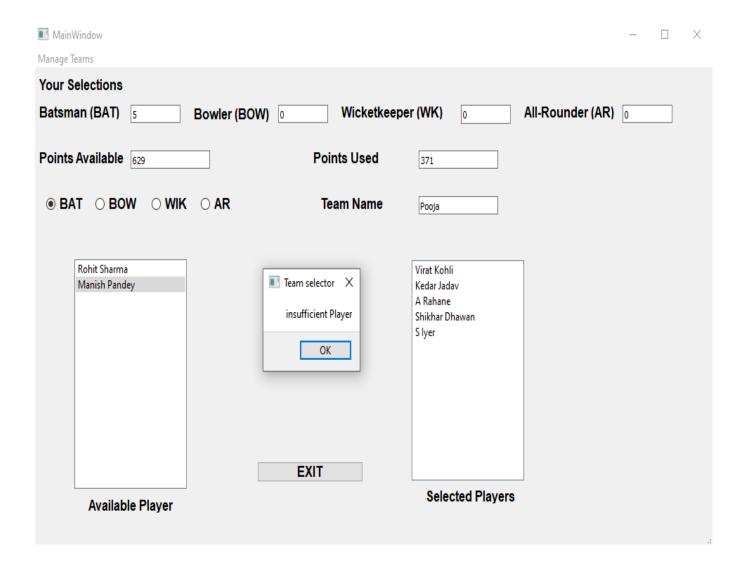
3 - After clicking New Team, the left box is populated with player names. As you select a different category, the corresponding list of players is displayed.



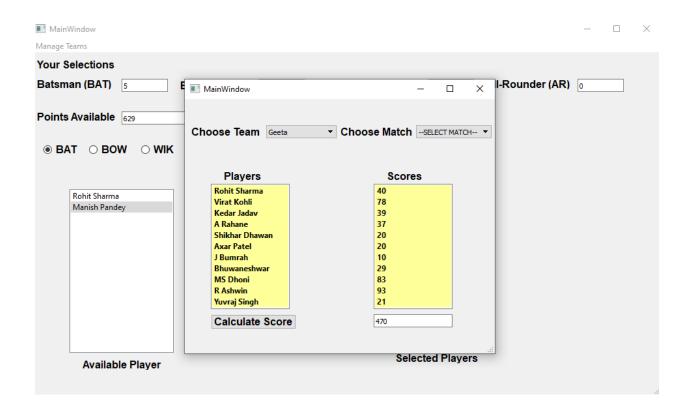
4 - On double-clicking each player name, the right box gets populated. Points available and used are displayed accordingly.



#### 5 - Message if the game logic is not followed



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



# **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!