6COSC023W

Computer Science Final Project

Final Year Project (FYP) - Report

CricWizards XI

Student: Muhammad Ozair Khan (w1907173)

Supervisor: Habeeb Balogun

Degree: BSc (Hons) Computer Science

This report is submitted in partial fulfillment of the requirements for the

BSc (Hons) Computer Science degree

BEng Software Engineering degree

School of Computer Science & Engineering

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Date

06/05/2025

Document Scope

The purpose of this document is to describe and reflect on the processes that took place in developing the Final Project. Discuss any ethical issues associated with your project and describe the methodology that was adopted to develop its design, implementation and testing.

All chapter word counts in this document are approximate and are not intended to be prescriptive.

Declaration

This report has been prepared based on my own work. Where other published and unpublished source materials have been used, these have been acknowledged in references.

Word Count: >10500
Student Name: Muhammad Ozair Khan
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Add the updated word count (do not count words in the Acknowledgments, Table of Contents, Table of Figures, Table of Tables, References, Bibliography and Appendix). Add your name and the date of submission.

Abstract

The process of selecting a national cricket team's playing XI for international matches, especially in the dynamic T20I format, is intricate and high stakes. Historically, this selection has heavily relied on subjective judgment, recent performances, and, at times, public sentiment. However, with the increasing accessibility of detailed cricket data and advancements in data analytics, there exists a significant opportunity to make this process more objective, data-driven, and transparent. The project, CricWizards XI, aims to tackle the challenge of optimal team selection and performance evaluation by utilising modern web technologies and statistical algorithms to assist selectors, analysts, and fans in making well-informed decisions.

The principal objective of the project is to construct a web-based platform capable of analysing recent T20I performances of international cricket players and suggesting the best possible playing XI for any given team. Additionally, the platform offers thorough performance analysis, player comparisons, and visual insights to enrich comprehension and engagement.

The methodology comprises several key steps. Initially, the system acquires real-time player and team data from a reputable cricket API (SportMonks). This dataset encompasses individual player statistics such as runs, wickets, averages, strike rates, and more, covering both batting and bowling performances. The data is then processed and normalised to ensure uniformity and comparability across players and teams.

A fundamental aspect of the methodology is the player rating algorithm. This algorithm assigns a unified score to each player based on their recent batting and bowling performances, with particular emphasis on key metrics such as batting average, strike rate, boundary count, wickets taken, and bowling economy. All-rounders receive an aggregated score reflecting their dual roles. The team selection algorithm then optimises the playing XI by harmonising roles (batsmen, bowlers, all-rounders, wicketkeepers) and maximising the overall team rating, while still maintaining a reliable bench.

The web application is developed using Flask for the backend, with a responsive frontend employing Bootstrap and customised JavaScript for interactivity. Users can register, log in, pick teams, view projected XIs, analyse team and player statistics, and compare players directly. The platform also includes robust authentication and input validation to ensure data integrity and user security.

The primary results show that the system can effectively generate a statistically optimal playing XI for any major international T20I team, grounded in current performance data. The platform's analytical tools offer practical insights, such as recognising in-form players, spotlighting team strengths and weaknesses, and enabling direct player comparisons. User feedback indicates that the tool is user-friendly, enlightening, and valuable for both casual enthusiasts and serious analysts.

In conclusion, CricWizards XI exemplifies the impact of data-driven decision-making in sports. By automating and objectifying the team selection process, the project reduces bias and enhances transparency. The methodology proves to be robust and scalable, allowing for future integration of more sophisticated analytics, such as machine learning-based predictions or scenario simulations. Observations suggest that such platforms can play a crucial role in contemporary sports management, merging raw data with strategic decision-making and nurturing a deeper understanding of cricket performance analysis.

Acknowledgements

I would like to express my sincere gratitude to my family for their continuous support and encouragement throughout this project. Their unwavering belief in me has been a constant source of motivation. I am also thankful to my university for providing the resources and academic environment that were key to the success of this project. My professors and mentors deserve special thanks for their invaluable feedback and guidance. Additionally, I appreciate my friends and peers for their suggestions, diverse perspectives, and moral support. Without the support of these remarkable individuals and institutions, this project would not have been possible. Thank you.

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1. Introduction

Cricket, known for its unpredictable nature, has undergone a significant transformation with the advent of technology and data analytics. In the modern era, the process of selecting a playing XI - particularly in the fast-paced T20 International (T20I) format - has become more complex, requiring a thorough assessment of player performances, team dynamics, and current form. Despite the abundance of available data, decision-making is often influenced by personal opinions, media narratives, and public sentiment.

The innovative CricWizards XI initiative aims to address these challenges by developing a data-centric web platform that leverages real-time cricket statistics and sophisticated analytical techniques to offer unbiased, insightful, and transparent team recommendations.

1.1 Problem statement

Selecting the playing XI for a national cricket team is a critical and often contested process. Traditionally, selectors have relied on experience, intuition, and recent observations - factors that are prone to bias, inconsistency, and external pressures (Sankaranarayanan et al., 2014). With the availability of vast cricket data, including detailed player statistics and ball-by-ball records, the need for objective tools to interpret this information and support decision-making has grown significantly (Wigmore, 2017).

In the context of T20 cricket - where outcomes can hinge on fine margins and individual moments of brilliance - optimal team selection is crucial. A single misjudgement can alter the outcome of a match or an entire tournament. The dynamic nature of T20s, which places a premium on power-hitting, adaptability, and role specialisation, adds further complexity to selection, necessitating the consideration of factors such as current form, fitness, opposition analysis, pitch conditions, and team balance.

Despite advancements in sports analytics, international team selection remains largely unstandardised and subjective. Data-driven approaches are still underutilised, particularly in emerging cricket nations where expert analysis may be limited. This disconnect between data availability and its practical application is increasingly evident.

There is a growing demand for a reliable, user-friendly, and objective selection tool, driven by rising expectations of transparency and accountability from fans, media, and other stakeholders. A data-driven platform can improve decision-making, reduce biases, and foster deeper fan engagement through informed discussions and analysis.

While Lemmer's (2011) statistical model was initially designed for longer formats, its core principle - objective performance evaluation - can be adapted for T20 cricket. The CricWizards XI project seeks to bridge this gap by developing a web-based platform that harnesses real-time data and statistical algorithms to recommend the most suitable playing XI. By providing reproducible metrics and transparent justifications, the tool aims to enhance the credibility and efficiency of the selection process.

1.2 Aims and Objectives

Aim

The primary aim of this project is to develop a web-based platform that utilises real-time cricket data and advanced statistical algorithms to recommend the optimal playing XI for international T20I teams. The platform also aims to provide detailed performance analysis, player comparisons, and visual insights to assist selectors, analysts, and fans in making well-informed decisions.

Objectives

To achieve this aim, the project focuses on the following objectives:

1) **Data Integration**: Integrate with a reputable cricket API to access real-time player and team statistics, ensuring data accuracy and relevance.

2) **Performance Analysis**: Develop algorithms to process and analyse player performance data across batting, bowling, and all-round metrics.

3) **Player Rating System**: Create a comprehensive player rating algorithm that objectively evaluates individuals based on recent performances and key statistical indicators.

4) **Team Selection Algorithm**: Implement an optimisation algorithm to select the most effective playing XI, ensuring balanced roles and maximising overall team strength.

5) **User Interface**: Design a responsive and intuitive web interface that allows users to generate predicted XIs, analyse statistics, and compare players.

6) **Authentication and Security**: Ensure secure user authentication and data validation to protect user information and uphold data integrity.

7) **User Engagement**: Incorporate features such as player comparison tools, performance trends, and visual analytics to enhance user engagement and understanding.

8) **Testing and Validation**: Conduct rigorous testing to ensure accuracy, usability, and reliability, incorporating feedback from users and stakeholders.

By meeting these objectives, the project seeks to deliver a robust, transparent, and user-friendly platform that transforms the approach to team selection and analysis in the T20I format.

2. Background

The integration of data analytics and technology into sport has revolutionised the way teams are selected, matches are strategised, and fan engagement is fostered. Cricket, with its rich statistical tradition, has been at the forefront of this transformation. This section reviews academic literature on cricket analytics, examines existing applications and platforms, and surveys the tools and techniques used in similar projects.

2.1 Literature survey

The application of data analytics in cricket has experienced remarkable growth over the past decade, mirroring broader trends in sports analytics worldwide. Cricket, with its rich statistical tradition and complex gameplay, offers fertile ground for the application of advanced analytical techniques. Early research in this field primarily focused on basic statistical summaries - such as batting and bowling averages, strike rates, and economy rates - to evaluate player performance and inform team selection. However, as the volume and granularity of available data have increased, so too has the sophistication of analytical approaches, with recent studies leveraging machine learning, data mining, and artificial intelligence to gain deeper insights into both individual and team performance.

One of the foundational works in this area is by Sankaranarayanan et al. (2014), who explored the use of data mining techniques for cricket team selection. Their research highlighted the potential of objective, data-driven approaches to reduce bias and improve decision-making in the selection process. By analysing historical player data, including runs scored, wickets taken, and other performance metrics, they demonstrated that selectors could make more informed choices, moving beyond intuition and subjective judgement. Their findings underscored the value of integrating statistical analysis into the traditionally experience-driven domain of team selection.

Building on this foundation, Agarwal et al. (2017) emphasised the importance of incorporating a wide range of variables into team selection models. Their research showed that factors such as recent form, opposition analysis, venue statistics, and even player background can significantly enhance the accuracy of predictive models for team line-ups. By using machine learning algorithms to process and analyse these diverse data sources, they were able to identify optimal combinations of players for different match scenarios. This approach is particularly relevant in the context of T20 cricket, where the fast-paced nature of the game and the frequent changes in player form demand a more dynamic and responsive selection process.

The concept of "form" as a quantifiable metric was further developed by Shah & Shah (2014), who introduced methods for assessing player performance in recent matches. Rather than relying solely on career averages, their approach weighted recent performances more heavily, providing a more accurate reflection of a player's current abilities. This is especially important in T20 cricket, where a player's form can fluctuate rapidly and have a substantial impact on match outcomes. By quantifying form, selectors and analysts can make more data-informed decisions, reducing the risk of relying on outdated or irrelevant statistics.

Anuraj et al. (2023) took this a step further by advocating for the integration of data mining and predictive analytics into both match outcome forecasting and team selection. Their research demonstrated that predictive models, when combined with traditional selection processes, can yield better results and foster greater transparency. By analysing large datasets of player and match information, they were able to identify patterns and trends that might otherwise go unnoticed, enabling more accurate predictions of both individual and team performance. This approach not only improves the quality of selection decisions but also enhances the overall strategic planning for teams.

Technological advancements have also played a crucial role in the evolution of cricket analytics. Vishwarupe et al. (2022) discussed the impact of IoT-based bat sensors, Hawk-Eye, and PitchVision systems, which provide real-time data on player movements, ball trajectories, and shot analysis. These technologies have significantly enhanced the granularity and accuracy of cricket analytics, enabling more precise assessments of player skills and match situations. For example, Hawk-Eye's ball-tracking technology is now a standard feature in international cricket, used not only for umpiring decisions but also for performance analysis and coaching. Similarly, PitchVision and IoT-based sensors offer detailed insights into batting and bowling techniques, allowing for more targeted training and development.

Despite these advancements, the majority of academic and commercial solutions remain largely inaccessible to the general public, focusing instead on professional analysts, coaches, and teams. Most existing platforms are either proprietary, require expensive subscriptions, or are designed primarily for use by experts with advanced statistical knowledge. This has created a clear gap in the market for user-friendly, interactive platforms that democratise cricket analytics and empower fans to engage with data-driven team selection.

The need for objective, reproducible metrics in player evaluation is further underscored by the work of Lemmer (2011), who developed a statistical model for assessing batting performance in longer formats of the game. While

Lemmer's model was initially designed for Test and ODI cricket, its core principle of objective performance evaluation is directly applicable to the T20 format. By focusing on reproducible, data-driven metrics, Lemmer's approach provides a valuable framework for modern team selection tools, which must account for the unique demands and rapid pace of T20 cricket.

In summary, the literature reveals a clear trajectory towards more sophisticated, data-driven approaches to cricket analytics and team selection. Researchers have demonstrated the value of integrating historical data, recent form, and advanced predictive models to improve the accuracy and transparency of selection decisions. Technological innovations have further enhanced the quality and accessibility of performance data, although there remains a significant gap in tools designed for the broader cricket community. The CricWizards XI project seeks to address this gap by developing a web-based platform that leverages real-time data and advanced analytics to provide unbiased, transparent, and accessible team recommendations for both selectors and fans.

2.2 Review of projects / applications

The rapid evolution of cricket analytics has led to the emergence of several commercial and open-source platforms, each designed to address specific needs within the cricketing ecosystem. These applications range from professional-grade analytics tools used by teams and broadcasters to fan-oriented platforms that gamify the experience of team selection. A critical review of these platforms reveals both the progress made in cricket analytics and the gaps that remain, particularly in terms of accessibility, interactivity, and the democratisation of advanced analytical tools.

Hawk-Eye

Hawk-Eye is arguably the most recognised technological innovation in modern cricket. Originally developed for tennis, Hawk-Eye's sophisticated ball-tracking system has become a staple in international cricket, providing real-time analysis of ball trajectories, player movements, and on-field events. Its primary strength lies in its unparalleled accuracy and visualisation capabilities, which have revolutionised umpiring decisions - especially for LBW (leg before wicket) appeals and boundary calls. Hawk-Eye's data is also used extensively in live broadcasts, offering viewers detailed replays and insights into player techniques.

However, Hawk-Eye's utility is largely confined to real-time match situations and post-match analysis for professional teams and broadcasters. The system

is expensive to install and operate, making it inaccessible to the general public, grassroots cricket, and even many domestic competitions. Furthermore, Hawk-Eye does not provide features for pre-match team selection, lineup optimisation, or interactive exploration of player combinations. Its data, while rich, is not packaged for use by fans or amateur analysts, limiting its broader impact on the cricketing community.

CricViz

CricViz has emerged as a leading analytics platform, offering in-depth reports on player performance, team tactics, and match conditions. Leveraging advanced algorithms and a proprietary database, CricViz provides predictive analytics, win probability models, and detailed breakdowns of player strengths and weaknesses. Its insights are widely used by broadcasters, journalists, and professional analysts to enhance commentary and inform strategic decisions.

Despite its analytical depth, CricViz is primarily a subscription-based service aimed at professionals and industry insiders. The platform excels at generating reports and visualisations but lacks interactive tools for casual users to experiment with team selection or simulate different match scenarios. The complexity of its analytics may also be daunting for non-experts, and its paywall restricts access for many fans and amateur analysts. As a result, while CricViz sets a high standard for cricket analytics, it does not fully address the need for accessible, user-driven team selection tools.

Dream11 (Fantasy Cricket)

Dream11 represents a different approach to cricket analytics, focusing on fan engagement through fantasy sports. The platform allows users to create their own teams from real-world players, compete in leagues, and earn points based on actual match performances. Dream11 provides some analytical insights - such as player form, recent scores, and head-to-head statistics - to assist users in making selections. Its interactive and gamified interface has made it immensely popular among cricket fans, fostering a sense of involvement and competition.

However, Dream11 is fundamentally designed for entertainment rather than serious analysis. The platform’s analytics are limited in scope and depth, and its primary objective is to enhance the fantasy gaming experience rather than optimise real-world team selection. Dream11 does not incorporate advanced data analytics, predictive modelling, or lineup optimisation based on contextual variables such as pitch conditions or opposition analysis. Its focus on fun and accessibility comes at the expense of analytical rigour.

ESPNcricinfo Statsguru

Statsguru, a feature of ESPNcricinfo, is one of the most comprehensive and widely used cricket statistics databases. It enables users to filter and analyse data by format, year, opponent, venue, and a host of other parameters. Statsguru is freely accessible and regularly updated, making it an invaluable resource for journalists, analysts, and fans seeking to explore historical and contemporary cricket data.

While Statsguru excels as a data exploration tool, it is not designed as a predictive or recommendation platform. Users must manually interpret the data, identify trends, and draw conclusions - tasks that can be challenging for those without a background in statistics or data analysis. Statsguru does not offer features for automated team selection, lineup optimisation, or interactive scenario modelling. Its utility is thus limited to those willing and able to engage deeply with raw data.

CricAI

CricAI is a newer entrant in the cricket analytics space, leveraging artificial intelligence and machine learning to forecast player performances and match outcomes. Drawing from a wide range of data sources, CricAI aims to assist coaches and team managers in making data-driven decisions. Its predictive models can identify key players, suggest tactical adjustments, and estimate win probabilities.

Despite its innovative approach, CricAI prioritises outcome prediction over lineup construction. The platform does not provide an intuitive, interactive interface for users to experiment with different team combinations or explore the impact of specific player selections. Its focus on professional use and predictive analytics limits its accessibility and utility for fans and amateur analysts interested in team selection.

Comparative Analysis

A review of these platforms highlights a common trend: while cricket analytics has advanced significantly, most tools are either designed for professional use or prioritise entertainment over analytical depth. There is a clear gap in the market for accessible, interactive platforms that empower fans and amateur analysts to engage with data-driven team selection and scenario modelling. The CricWizards XI project seeks to address this gap by combining robust

analytics with a user-friendly web interface, democratising cricket analytics for a broader audience.

Comparison Table

Product/Tool	Data Analytics	Predictive Selection	User Interactivity	Cost	Target Audience	Accessibility
Hawk-Eye	Yes	Yes	Low	High	Professionals	Limited
CricViz	Yes	Yes	Medium	Paid	Analysts	Medium
Dream11	Limited	No	High	Free/Paid	Fans	High
Statsguru	Yes	No	Medium	Free	All	High
CricAI	Yes	Yes	Low	N/A	Coaches	Limited
CricWizards XI	Yes	Yes	High	Free	Fans/Analysts	High

2.3 Review of tools, frameworks and techniques

The development of modern web-based analytics platforms, such as **CricWizards XI**, relies on a carefully selected set of programming languages, frameworks, and libraries. Choosing appropriate tools is critical, as it affects the scalability, maintainability, performance, and overall user experience of the final product. This section reviews the key technologies employed in this project, discusses alternative options, and evaluates their respective advantages and disadvantages.

Programming Languages:

Python

Python serves as the primary programming language for the backend of CricWizards XI. Its popularity in data science and web development stems from its readable syntax, extensive standard library, and a vast ecosystem of third-party packages. Python is particularly well-suited for rapid prototyping and data analysis, making it a natural choice for projects involving statistical computation and machine learning.

Advantages:

- Easy to learn and use, with a large and supportive community.
- Rich ecosystem for data analysis (e.g. Pandas, NumPy, scikit-learn).
- Excellent integration with web frameworks such as Flask and Django.

Disadvantages:

- Slower execution speed compared to compiled languages such as C++ or Java.
- Less suited to CPU-intensive real-time applications without optimisation.

JavaScript

JavaScript is the de facto language for client-side web development. It enables dynamic content, interactivity, and asynchronous communication with the backend. In CricWizards XI, JavaScript is used for features such as table sorting, player comparison, and responsive UI elements.

Advantages:

- Runs natively in all modern browsers.
- Enables rich, interactive user interfaces.
- Supported by a wide range of libraries and frameworks (e.g., React, Vue, D3.js).

Disadvantages:

- Can become complex to manage in large projects without frameworks.
- Security vulnerabilities if not properly handled (e.g., XSS).

Web Frameworks

Flask

Flask is a lightweight Python web framework used for the backend of CricWizards XI. It is designed to be simple and flexible, allowing developers to choose their own tools and libraries. Flask is ideal for small to medium-sized applications and rapid development cycles.

Advantages:

- Minimalist and easy to set up.

- Highly extensible with numerous plugins.
- Encourages clean, modular code.

Disadvantages:

- Lacks some built-in features of larger frameworks (e.g., Django's admin interface).
- Requires more manual setup for larger projects.

Alternatives: Django

Django is a more comprehensive Python web framework that includes an ORM, authentication, and an admin interface out of the box. While powerful, it can be overkill for smaller projects or those requiring more flexibility.

Data Analysis and Scientific Libraries

Pandas

Pandas is a powerful Python library for data manipulation and analysis. It provides data structures like DataFrames, which are ideal for handling tabular cricket statistics.

Advantages:

- Intuitive syntax for data cleaning, transformation, and aggregation.
- Handles large datasets efficiently.
- Integrates well with other scientific libraries.

Disadvantages:

- Can be memory-intensive for very large datasets.
- Steeper learning curve for advanced features.

NumPy

NumPy provides support for large, multi-dimensional arrays and matrices, along with a collection of mathematical functions. It is often used in conjunction with Pandas for numerical computations.

scikit-learn

scikit-learn is a widely used machine learning library in Python. It offers tools for data preprocessing, model selection, and evaluation, which can be useful for predictive analytics in sports.

Visualization Libraries

Matplotlib and Seaborn

These libraries are used for static data visualization in Python. They are suitable for generating charts and graphs for reports or static web content.

Plotly and D3.js

For interactive, web-based visualizations, Plotly (Python/JavaScript) and D3.js (JavaScript) are popular choices. They enable dynamic charts, graphs, and dashboards that enhance user engagement.

Frontend Frameworks and Libraries

Bootstrap

Bootstrap is a widely used CSS framework for building responsive and mobile-first web interfaces. In CricWizards XI, Bootstrap ensures that the application is visually appealing and accessible across devices.

Advantages:

- Rapid UI development with pre-built components.
- Consistent design and layout.
- Responsive by default.

Disadvantages:

- Can lead to “generic” looking sites if not customized.
- Adds extra CSS/JS overhead.

jQuery

jQuery simplifies DOM manipulation and AJAX requests. While modern JavaScript can handle most tasks natively, jQuery is still useful for quick development and legacy browser support.

Database

SQLite

SQLite is a lightweight, file-based database used for development and small-scale production. It is easy to set up and requires no server configuration.

Advantages:

- Zero-configuration, serverless.
- Fast for read-heavy workloads.

- Ideal for prototyping and small apps.

Disadvantages:

- Not suitable for high-concurrency, large-scale applications.
- Limited advanced features compared to PostgreSQL or MySQL.

Alternatives: PostgreSQL, MySQL

For larger applications, PostgreSQL and MySQL offer greater scalability, concurrency, and advanced features.

APIs and Data Sources

SportMonks Cricket API

SportMonks provides comprehensive cricket data, including live scores, player stats, and match information. It is used in CricWizards XI to fetch real-time and historical data for analysis.

Advantages:

- Reliable and up-to-date data.
- Extensive documentation and support.

Disadvantages:

- Paid plans required for full access and higher rate limits.
- API changes may require code updates.

Security and Authentication

Werkzeug Security

Werkzeug provides password hashing and verification, which is used in the user authentication system of CricWizards XI. This ensures that user credentials are stored securely.

Development Environment and Version Control

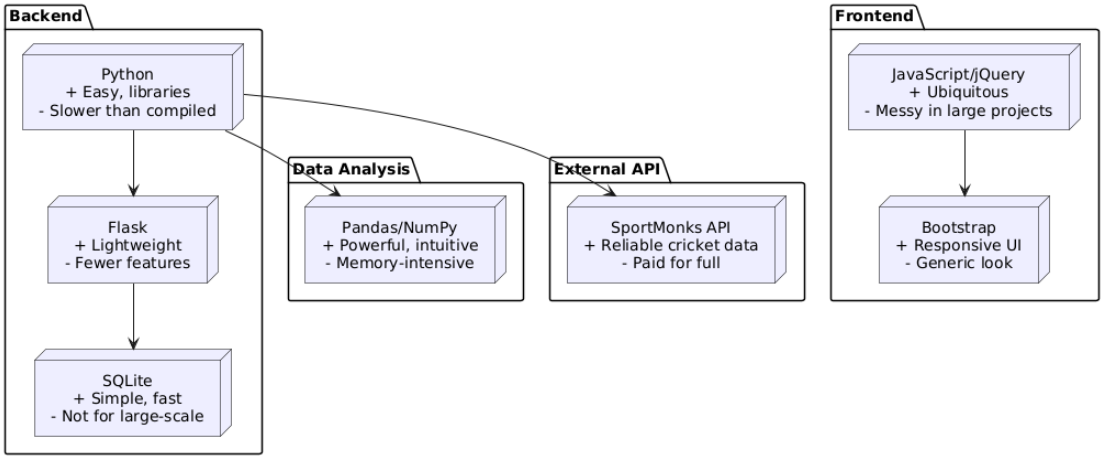
Visual Studio Code / PyCharm

Popular IDEs for Python and web development, offering features like code completion, debugging, and integrated terminal.

Git

Git is used for version control, enabling collaborative development and code management.

Summary



Conclusion

The combination of Python, Flask, Pandas, Bootstrap, and SportMonks API provides a robust, flexible, and scalable foundation for developing a modern cricket analytics platform. Each tool brings unique strengths, and their integration enables rapid development, powerful analytics, and a user-friendly interface. The careful selection and application of these technologies are central to the success of CricWizards XI, ensuring that it meets the needs of both analysts and fans in the evolving landscape of sports analytics.

3. Legal, social, sustainability and ethical issues

The development and deployment of a cricket analytics platform such as CricWizards XI involve a range of legal, social, sustainability, and ethical considerations. Addressing these issues is essential to ensure compliance with regulations, foster positive societal impact, promote long-term viability, and uphold ethical standards in the use of technology.

Legal Issues

A primary legal concern in sports analytics applications is the use of third-party data. CricWizards XI relies on data from sources such as the SportMonks Cricket API and potentially other cricket databases. It is crucial to ensure that all data usage complies with the terms of service and licensing agreements of these providers. Unauthorised scraping or redistribution of proprietary data could result in legal action or service termination.

Additionally, the platform must comply with data protection regulations, such as the General Data Protection Regulation (GDPR) in the European Union, especially if it collects, stores, or processes personal information from users. This includes implementing secure authentication, encrypted password storage, and clear privacy policies outlining data usage and user rights.

Social Issues

From a social perspective, CricWizards XI has the potential to democratise access to advanced cricket analytics, empowering fans, amateur analysts, and grassroots organisations. By making data-driven insights accessible, the platform can foster greater engagement, informed debate, and a deeper appreciation for the sport.

However, there is also a risk of reinforcing biases if the underlying data or algorithms are not representative or transparent. For example, over-reliance on recent performance data may disadvantage players returning from injury or those with limited opportunities. The platform should strive for inclusivity, ensuring that its recommendations do not inadvertently marginalise certain groups or perpetuate stereotypes.

Sustainability Issues

Sustainability in software projects encompasses both environmental and operational aspects. On the environmental front, the energy consumption of cloud servers, data centres, and API calls should be considered. While CricWizards XI is not a high-intensity application, optimising code efficiency, minimising unnecessary data requests, and choosing green hosting providers can reduce its carbon footprint.

Operational sustainability involves maintaining the platform over time, including regular updates, security patches, and adapting to changes in data sources or user needs. Open-source components and community engagement can enhance the project's longevity and adaptability.

Ethical Issues

Ethical considerations are paramount in the design and operation of analytics platforms. Transparency is essential: users should be informed about how player ratings and team recommendations are generated, and the limitations of the algorithms should be clearly communicated.

The platform must avoid presenting its outputs as infallible or absolute, and should instead encourage critical thinking and user discretion. Data privacy is another key concern; user data must be handled responsibly, with explicit consent for any data collection and robust safeguards against unauthorised access.

Algorithmic fairness is also critical. The models used to rate players and select teams should be regularly reviewed for potential biases, such as favouring certain playing styles, nationalities, or demographics. Where possible, the platform should provide explanations for its recommendations and allow users to explore alternative scenarios.

Conclusion

In summary, the responsible development of CricWizards XI requires careful attention to legal compliance, social impact, sustainability, and ethical integrity. By proactively addressing these issues, the project can build trust with users, contribute positively to the cricket community, and set a standard for ethical sports analytics platforms.

4. Methodology

The development of CricWizards XI followed a structured yet flexible approach, combining elements of both the Waterfall and Agile methodologies to ensure systematic progress while accommodating iterative improvements. This section outlines the project life cycle, the chosen development methodology, key milestones, implementation strategies, user experience (UX) and user interface (UI) considerations, and the testing techniques employed.

4.1 Project Life Cycle and Gantt Chart

The project was planned and executed over several months, with key milestones and deliverables mapped out from the initial proposal to the final submission. The high-level Waterfall plan provided a clear roadmap, while Agile iterations allowed for adaptability and continuous enhancement.

Key Stages and Milestones:

Project Proposal and Requirement Specification (PPRS) – 14/11/2024

- Defined project scope, objectives, and requirements.
- Conducted initial research and feasibility analysis.
- Identified stakeholders and drafted the initial system architecture.

System Design and Technology Selection (Nov–Dec 2024)

- Selected technology stack: Python (Flask), HTML5, CSS3, Bootstrap, Pandas, NumPy, SportMonks API.
- Designed system architecture, data flow diagrams, and database schema.
- Created wireframes and mock-ups for the web interface.
- Initial Development and Data Integration (Dec 2024–Jan 2025)
- Set up version control (Git/GitHub).
- Developed core back-end modules for API integration and data processing.
- Implemented basic web interface and data visualisation components.

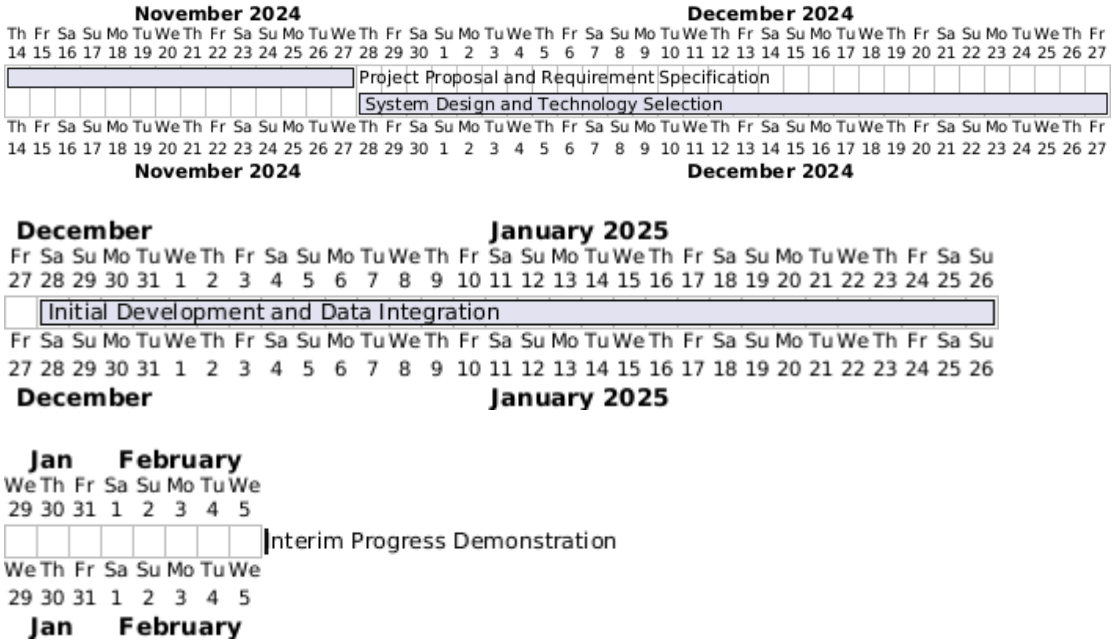
Interim Progress Demonstration – 06/02/2025

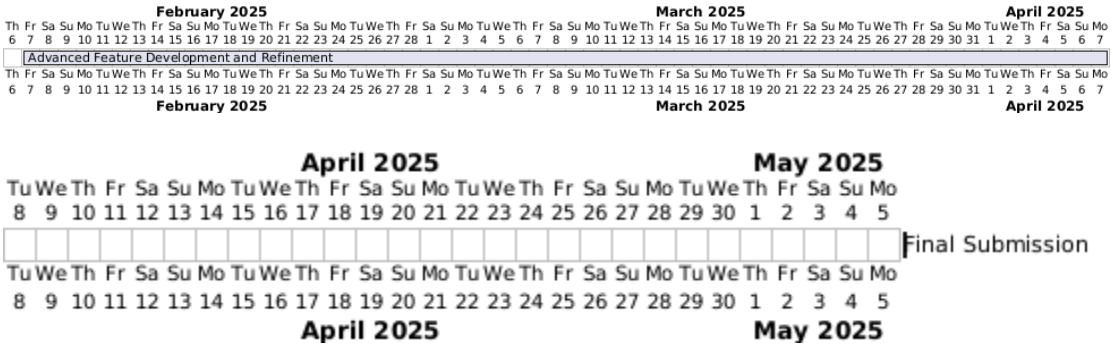
- Presented a working prototype with core functionalities: player performance analysis, team prediction algorithm, and data visualisation.
- Gathered feedback from supervisors and peers.
- Advanced Feature Development and Iterative Refinement (Feb–Apr 2025)
- Added advanced analytics features, real-time updates, and user authentication.
- Enhanced UI/UX for mobile responsiveness and accessibility.
- Conducted multiple Agile sprints to iteratively develop, test, and refine features.

Final Submission/Final Year Project Presentation – 06/05/2025

- Delivered the final, fully functional product.
- Prepared documentation, user guides, and deployment scripts.
- Demonstrated the completed system, highlighting key features, technical challenges, and future scope.

A Gantt chart illustrating these stages and milestones:





4.2 Development Methodology

Given the evolving nature of requirements and the need for continuous feedback, an Agile methodology was adopted, supported by a high-level Waterfall plan for overall project management.

Waterfall Plan

The Waterfall model provided a structured framework for the project's major phases - requirements, design, implementation, testing, and deployment. This ensured that foundational elements (such as system architecture and core algorithms) were established early, reducing the risk of major rework later.

Agile Iterations

Within each Waterfall phase, Agile sprints (typically 2–3 weeks) were used to develop, test, and refine features. Each sprint included:

- Sprint Planning: Defined sprint goals and prioritised tasks.
- Development: Implemented new features or enhancements.
- Testing: Conducted unit, integration, and user acceptance testing.
- Review: Demonstrated progress to stakeholders and incorporated feedback.

- Retrospective: Identified lessons learned and areas for improvement.

This hybrid approach allowed for both predictability and flexibility, ensuring timely delivery of milestones while accommodating changes based on user feedback and technical discoveries.

4.3 Implementation

System Architecture

The system was designed with a modular, layered architecture:

Frontend Layer: HTML5 templates, CSS3, Bootstrap 5 for responsive design, and JavaScript for interactivity (e.g., table sorting, player comparison).

Application Layer: Flask routes handled HTTP requests, integrated with the SportMonks API, and managed data processing using Pandas and NumPy.

Data Layer: Real-time and historical cricket data fetched from the API, processed, and stored as needed for analytics and predictions.

Prediction Engine: Custom algorithms calculated player ratings (batting, bowling, recent form) and optimised team composition.

Key Implementation Steps

- **API Integration:** Developed robust modules to fetch and process player and match data from SportMonks, with error handling and fallback mechanisms for missing or inconsistent data.

- **Analytics Engine:** Implemented a weighted rating system (batting 40%, bowling 40%, recent form 20%) and role-based adjustments to generate optimal team selections.

- **Web Interface:** Built user-friendly dashboards for performance analysis, team prediction, and player comparison, ensuring clarity and ease of navigation.

- **Authentication:** Added secure user registration and login using hashed passwords and session management.

- **Mobile Responsiveness:** Used Bootstrap's grid system and media queries to ensure usability across devices.

4.4 UX and UI Considerations

User experience was a central focus throughout development. Wireframes and mock-ups were created early and refined based on feedback. Key considerations included:

- **Clarity:** Presenting complex analytics in an understandable format, using tables, charts, and progress bars.

- **Interactivity:** Allowing users to sort tables, compare players, and explore different team combinations.

- **Accessibility:** Ensuring colour contrast, readable fonts, and keyboard navigation.

- **Responsiveness:** Designing layouts that adapt seamlessly to desktops, tablets, and smartphones.

4.5 Testing Methodology

A comprehensive testing strategy was employed to ensure reliability and correctness:

- **Unit Testing:** Core modules (e.g., data processing, rating calculations) were tested with a variety of input scenarios to verify correctness.

- **Integration Testing:** End-to-end tests ensured that API integration, data processing, and the web interface worked together as intended.

- **User Acceptance Testing (UAT):** Early prototypes were demonstrated to supervisors and peers, whose feedback guided further refinements.

- **White Box Testing:** Algorithmic components, such as the team selection logic, were tested with known datasets to verify expected outputs and edge cases.

- **Manual Testing:** The web interface was manually tested across browsers and devices to ensure consistent behaviour and appearance.

4.6 Suitability of Methodology

The chosen hybrid methodology was well-suited to the project's needs. The Waterfall plan provided structure and clear milestones, essential for academic project management and reporting. Agile sprints enabled rapid iteration, early delivery of working prototypes, and continuous improvement based on real-

world feedback. This approach balanced predictability with adaptability, ensuring both timely progress and high-quality outcomes.

5. Design

Describe your final software structure using diagrams where necessary.

1200 Words

Discuss in some detail (if relevant) issues relating to:

- *User Interface*
- *Infrastructure*
- *Functionality*
- *Algorithm development*
- *Content creation*
- *Other*

Discuss how those address the project requirements.

Use appropriate design methods for your project and extend your design to include implementation details that were not included in your Project Specification Design and Prototype (PSPD) report. e.g. make use of UML such as class diagrams, sequence/activity/state diagrams for complex algorithms and workflows, use UI design methodology and heuristics for predominately UX based projects. If you intend to develop an app/software/dashboard, you may have to use/create ERD, flowcharting, storyboarding, prototyping. It is up to you to use the appropriate design that best describes your implementation.

The design of CricWizards XI was guided by the need to deliver a robust, user-friendly, and scalable cricket analytics platform. This section details the final software structure, addressing user interface, infrastructure, core functionality, algorithm development, content creation, and other design considerations. Where appropriate, references to UML diagrams, flowcharts, and UI design heuristics are included to clarify the system's architecture and workflows.

5.1 User Interface (UI) Design

5.1.1 Principles and Methodology

The UI was designed with a focus on clarity, accessibility, and responsiveness. Early in the project, wireframes and storyboards were created to map out user journeys and key screens. The design process followed established UI/UX

heuristics, such as Nielsen's usability principles, to ensure the interface is intuitive and efficient.

5.1.2 Layout and Navigation

- ✓ **Navigation Bar:** A persistent navbar provides access to core features: Home, Predict XI, Performance Analysis, Login/Register, and Logout. The navbar adapts based on user authentication status.
- ✓ **Home Page:** Presents a grid of international teams, each selectable for analysis or prediction. Team flags and names are visually prominent.
- ✓ **Prediction Page:** Displays the predicted best XI and bench strength, with collapsible cards for each player showing detailed batting and bowling stats.
- ✓ **Performance Analysis:** Offers sortable tables for all-rounders, batsmen, and bowlers, as well as a player comparison tool.
- ✓ **Player Profile:** Shows detailed player information, career stats, and recent form.
- ✓ **Authentication Pages:** Clean, simple forms for login and registration, with real-time validation and feedback.

5.1.3 Responsiveness and Accessibility

Bootstrap 5 was used for a responsive grid system, ensuring usability across desktops, tablets, and smartphones.

- ✓ **Colour Contrast and Font Choices**: High-contrast colour schemes and legible fonts were selected for accessibility.
- ✓ **Keyboard Navigation:** All interactive elements are accessible via keyboard.
- ✓ **Feedback and Error Handling:** Users receive clear feedback for actions (e.g., form errors, loading states, API errors).

5.1.4 UI Prototyping

Wireframes and **clickable prototypes** were created using Figma before implementation. User feedback was incorporated iteratively, refining layouts and workflows.

5.2 Infrastructure

5.2.1 System Architecture

The system follows a three-tier architecture:

Presentation Layer (Frontend):

HTML5 templates rendered by **Flask.**

CSS3 and **Bootstrap** for styling.

JavaScript for interactivity (e.g., table sorting, AJAX for player comparison).

Application Layer (Backend):

Flask routes handle HTTP requests, session management, and business logic.

Integration with **SportMonks Cricket API** for real-time and historical data.

Data processing and analytics using **Pandas** and **NumPy**.

Data Layer:

Relational database (**SQLite** for development, extensible to PostgreSQL for production) stores user data, session info, and cached analytics.

External cricket data is fetched on demand and processed in-memory.

5.2.2 Deployment

- ✓ **Local Development:** Managed via virtual environments and Flask's development server.
- ✓ **Production:** Deployable on cloud platforms (e.g., Heroku, AWS) with environment variables for API keys and database URIs.
- ✓ **Version Control:** Git/GitHub for source code management and collaboration.

5.3 Functionality

5.3.1 Core Features

- ✓ **Team Selection**: Users select a team to view predicted best XI and performance analysis.
- ✓ **Player Analysis:** Detailed stats for each player, including batting, bowling, and all-round metrics.
- ✓ **Player Comparison:** Interactive tool for side-by-side comparison of two players.
- ✓ **Authentication:** Secure user registration, login, and session management.
- ✓ **Data Visualization:** Progress bars, sortable tables, and responsive cards for clear presentation of analytics.

5.3.2 User Flows

- ✓ **Team Selection Flow:** Home → Select Team → Predict XI/Performance Analysis → Player Profile/Comparison.
- ✓ **Authentication Flow:** Register/Login → Access personalized features → Logout.

5.3.3 Error Handling

- ✓ **API Failures:** Graceful error messages and fallback mechanisms if external data is unavailable.
- ✓ **Form Validation:** Both client-side (JavaScript) and server-side (Flask) validation for all user inputs.

5.4 Algorithm Development

5.4.1 Player Rating Algorithm

The core of the prediction engine is a weighted rating system:

- ✓ **Batting Performance (40%):** Calculated using average, strike rate, and boundary percentage.
- ✓ **Bowling Performance (40%):** Based on bowling average, economy rate, and wickets per match.
- ✓ **Recent Form (20%):** Emphasizes recent matches to reflect current performance.
- ✓ **Role-Based Adjustments:** Ensures team balance (batsmen, bowlers, all-rounders, wicketkeepers).

5.4.2 Team Composition Logic

Selects top 11 players by overall rating.

Ensures at least one wicketkeeper, a balanced number of bowlers and batsmen.

Bench strength is determined by next-best rated players.

5.4.3 Data Processing

Pandas Data Frames are used for aggregating and sorting player stats.

NumPy is used for efficient numerical calculations.

5.4.4 Error Handling and Fallbacks

If API data is incomplete, the system cross-references multiple endpoints or uses cached data.

All calculations are robust to missing or anomalous values.

5.5 Content Creation

5.5.1 Data Sources

- ✓ **SportMonks Cricket API:** Primary source for player, team, and match data.
- ✓ **Static Assets:** Team flags, default player images, and CSS/JS files are managed in the static directory.

5.5.2 Templates and Static Content

- ✓ **Jinja2 Templates:** Used for dynamic HTML rendering.
- ✓ **Custom CSS/JS:** Enhances Bootstrap with project-specific styles and interactivity.

5.5.3 Documentation

Inline code comments and docstrings.

User guide and API documentation provided as part of the final deliverable.

5.6 Other Design Considerations

5.6.1 Security

- ✓ **Password Hashing:** User passwords are hashed using Werkzeug security.
- ✓ **Session Management:** Flask sessions are secured with a secret key.
- ✓ **Input Validation:** All user inputs are validated to prevent injection attacks.

5.6.2 Scalability

The modular architecture allows for easy extension (e.g., adding new analytics, supporting more leagues).

Database and API layers are abstracted for future migration to more robust solutions.

5.6.3 Maintainability

Codebase is organized by function (routes, models, templates, static files).

Adheres to PEP8 and other coding standards.

Version control ensures traceability and collaborative development.

5.7 Addressing Project Requirements

The design of CricWizards XI directly addresses the project's requirements:

User Centric Design: Ensures accessibility, clarity, and engagement for all user types (selectors, analysts, fans).

Robust Analytics: Delivers accurate, transparent, and reproducible team selection and performance analysis.

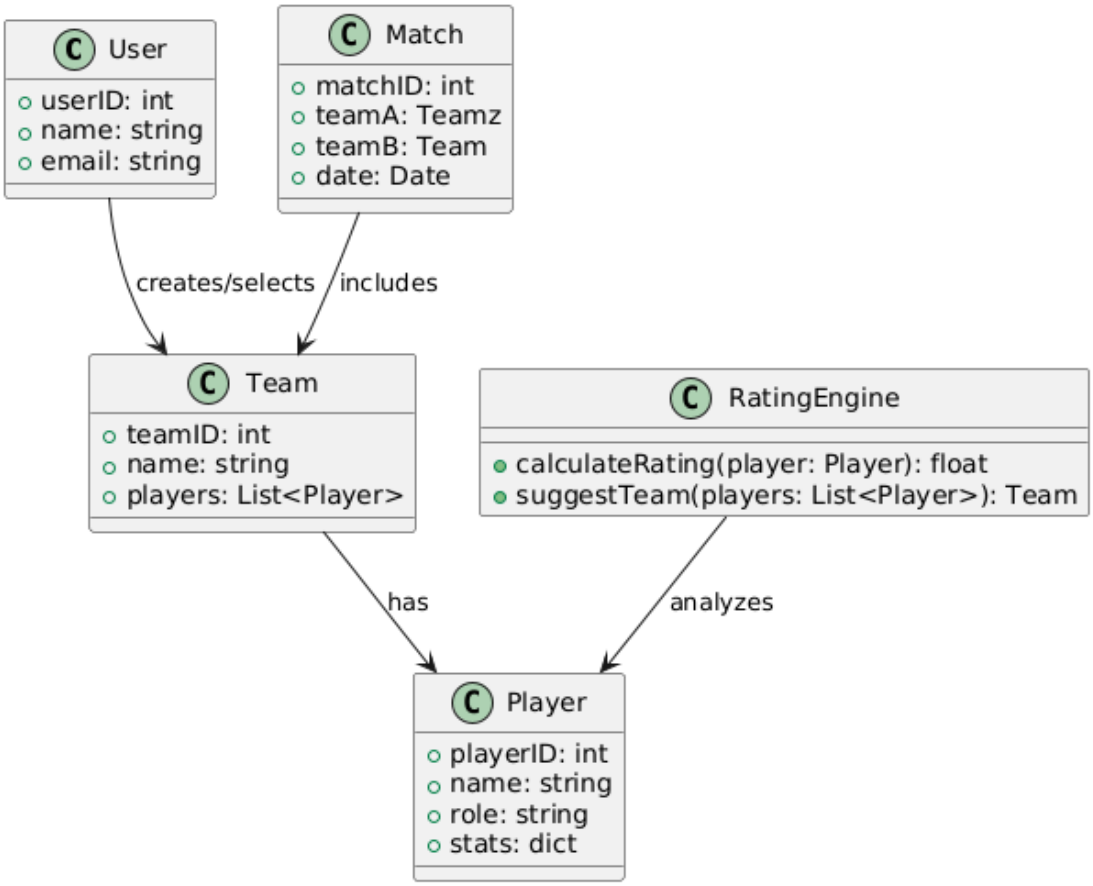
Scalable Infrastructure: Supports future enhancements and increased user load.

Security and Privacy: Protects user data and ensures compliance with best practices.

Extensibility: Modular design allows for easy addition of new features, such as support for domestic leagues or advanced machine learning models.

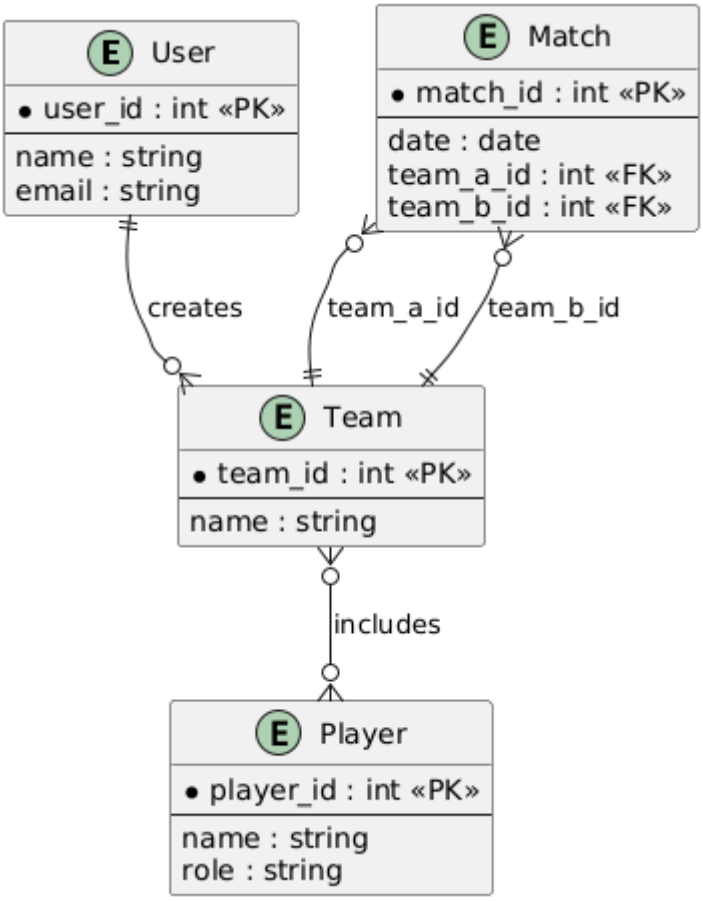
5.8 Design Diagrams

UML Diagram:



- **User:** Represents the individual interacting with the system.
- **Player:** Contains player-specific attributes like name, role, and stats.
- **Team:** Composed of multiple players, selected either manually or by the system.
- **Match:** Records information about fixtures, such as participating teams and match dates.
- **RatingEngine:** Handles the logic for calculating player ratings and suggesting teams.

ERD DIAGRAM:



- **User:** Stores login and personal information.
- **Player:** Contains data about individual cricketers.
- **Team:** Represents a group of players selected for a match or user-created prediction.
- **Match:** Includes match details and foreign key links to both competing teams.

Conclusion:

The design of CricWizards XI is the result of careful planning, user-cantered thinking, and the application of best practices in software engineering. By combining robust infrastructure, intuitive UI, advanced analytics, and secure, scalable architecture, the project meets its objectives and lays a strong foundation for future growth and innovation.

6. Tools and implementation

6.1 Tools

The development of CricWizards XI leveraged a modern, robust technology stack, chosen to meet the project's requirements for data analytics, web interactivity, scalability, and maintainability.

Programming Languages & Environments:

- **Python:** Used for backend development, data processing, and analytics. Python's readability and extensive libraries (Pandas, NumPy) made it ideal for rapid prototyping and statistical computation.
- **JavaScript:** Employed for frontend interactivity, such as dynamic table sorting and AJAX-based player comparison. JavaScript is essential for responsive, user-friendly web applications.
- **HTML5/CSS3:** Provided the structure and styling for all web pages, ensuring cross-browser compatibility and accessibility.

Frameworks:

- **Flask:** A lightweight Python web framework, Flask was chosen for its simplicity, flexibility, and ease of integration with data science libraries. Flask's modularity allowed for clean separation of concerns between routes, templates, and business logic.
- **Bootstrap 5:** Used for responsive, mobile-first UI design. Bootstrap's grid system and pre-built components accelerated development and ensured a consistent look and feel.

Libraries:

- **Pandas:** Enabled efficient data manipulation and analysis, crucial for aggregating player statistics and calculating performance metrics.
- **NumPy:** Provided fast numerical operations, supporting statistical calculations and data normalization.
- **Jinja2:** Flask's templating engine, used for rendering dynamic HTML pages.
- **Requests:** Simplified HTTP requests to the SportMonks Cricket API.
- **Werkzeug:** Provided secure password hashing and authentication utilities.
- **Matplotlib/Seaborn (for reporting):** Used for generating static charts and graphs for analysis and documentation.

APIs and Data Sources:

- **SportMonks Cricket API:** The primary source for real-time and historical cricket data, chosen for its comprehensive coverage and reliable documentation.

Development Tools:

- **Visual Studio Code:** Main IDE, offering integrated terminal, debugging, and Git support.
- **Git/GitHub:** Version control and collaboration.
- **Figma:** Used for UI wireframing and prototyping.

Justification of Choices:

- The stack was selected for its balance of power, flexibility, and community support. Python and Flask are widely used in data-driven web applications, and their integration with Pandas/NumPy is seamless. Bootstrap and JavaScript ensured a modern, responsive frontend. SportMonks API was chosen for its reliability and breadth of cricket data, directly supporting the project's analytics and prediction requirements.

Skills Development:

- **Existing Skills:** Python programming, basic web development, data analysis.
- **New Skills Acquired:** Flask web framework, RESTful API integration, advanced Pandas/NumPy usage, responsive UI design with Bootstrap, secure authentication, and deployment best practices.

6.2 Implementation

The implementation of CricWizards XI was organized around key use cases, each corresponding to a major feature or workflow in the application. Below, the main code and logic are explained by use case, with formatted code snippets and references to design documentation.

6.2.1 Use Case: Fetching and Processing Team Data

Objective: Retrieve recent T20I performances for a selected team, aggregate player statistics, and prepare data for analytics.

Key Steps:

1. Fetch recent matches for the team using the SportMonks API.
2. Aggregate batting and bowling statistics for each player.
3. Store processed data for use in prediction and analysis modules.

Pseudocode:

```
function get_recent_t20i_performances(team_id):
    matches = fetch_recent_matches(team_id)
    player_performances = {}
    for match in matches:
        for player in match.players:
            update player_performances with batting and bowling stats
    return player_performances
```

Code Snippet (from get_team_performances.py):

```
def get_recent_t20i_performances(team_id):
    fixtures_url = "https://cricket.sportmonks.com/api/v2.0/fixtures"
    fixtures_params = {
        "api_token": API_TOKEN,
        "filter[type]": "T20I",
        "filter[status]": "Finished",
        "$or[localteam_id]": team_id,
        "$or[visitorteam_id]": team_id,
        "include": "localteam,visitorteam,batting.batsman,bowling.bowler",
        "sort": "-starting_at",
        "per_page": 5
    }
    fixtures_response = make_request(fixtures_url, fixtures_params)
```

```
    # ... process matches and aggregate stats ...

    return player_performances
```

6.2.2 Use Case: Player Rating and Team Prediction

Objective: Calculate player ratings based on recent performance and select the optimal playing XI.

Algorithm:

- Batting rating: Weighted sum of average, strike rate, and boundary percentage.
- Bowling rating: Weighted sum of bowling average, economy, and wickets per match.
- Overall rating: Combination of batting and bowling, with role-based adjustments.

Pseudocode:

```
function calculate_player_rating(player):
    if player has batting stats:
        batting_rating = weighted sum of avg, SR, boundaries
    if player has bowling stats:
        bowling_rating = weighted sum of avg, economy, wickets/match
    overall_rating = combine batting and bowling ratings
    return overall_rating
```

Code Snippet:

```
def calculate_player_rating(player):
    batting_stats = player['batting']
    bowling_stats = player['bowling']
    # Batting rating
    if batting_stats['innings'] > 0:
        avg = batting_stats['runs'] / batting_stats['innings']
```

```
        sr = (batting_stats['runs'] / batting_stats['balls'] * 100) if batting_stats['balls'] > 0 else 0

        boundary_percent = ((batting_stats['fours'] + batting_stats['sixes']) / batting_stats['balls'] * 100) if batting_stats['balls'] > 0 else 0

        batting_rating = min(100, (avg * 0.4 + sr * 0.4 + boundary_percent * 0.2))

    # Bowling rating

    if bowling_stats['innings'] > 0:

        avg = bowling_stats['runs'] / bowling_stats['wickets'] if bowling_stats['wickets'] > 0 else 100

        economy = bowling_stats['runs'] / bowling_stats['overs'] if bowling_stats['overs'] > 0 else 12

        wickets_per_match = bowling_stats['wickets'] / bowling_stats['innings']

        bowling_rating = min(100, ((30 - avg) * 2 + (12 - economy) * 5 + wickets_per_match * 20))

    # Combine ratings

    overall_rating = max(batting_rating, bowling_rating)

    if batting_rating > 0 and bowling_rating > 0:

        overall_rating = (batting_rating + bowling_rating) / 2

    return overall_rating
```

Team Selection:

```
def predict_best_xi(performances):

    rated_players = [calculate_player_rating(p) for p in performances.values()]

    rated_players.sort(key=lambda x: x['overall_rating'], reverse=True)

    best_xi = rated_players[:11]

    return best_xi
```

6.2.3 Use Case: Web Interface and User Interaction

Objective: Present analytics and predictions in a user-friendly, interactive web interface.**Implementation:**

- **Flask routes** handle requests and render templates.
- **Jinja2 templates** dynamically display data.
- **JavaScript** enables table sorting, collapsible player cards, and AJAX-based player comparison.

Example Flask Route:

```
@app.route('/predict', methods=['GET', 'POST'])
@login_required
def predict():
    team_id = request.form.get('team_id') or session.get('team_id')
    performances = get_recent_t20i_performances(int(team_id))
    best_xi = predict_best_xi(performances)
    return render_template('predict.html', best_xi=best_xi)
```

Example Jinja2 Template Snippet:

```
{% for player in best_xi.players %}
<div class="player-card">
    <h3>{{ player.name }}</h3>
    <div>Batting: {{ "%.1f"|format(player.batting_rating) }}</div>
    <div>Bowling: {{ "%.1f"|format(player.bowling_rating) }}</div>
</div>
{% endfor %}
```

6.2.4 Use Case: Authentication and Security

Objective: Secure user registration and login.

Implementation:

- Passwords are hashed using Werkzeug.
- User sessions are managed securely.

Code Snippet:

```
class User(db.Model):
    def set_password(self, password):
        self.password_hash = generate_password_hash(password)
    def check_password(self, password):
        return check_password_hash(self.password_hash, password)
```

6.2.5 Use Case: Error Handling and Feedback

Objective: Provide clear feedback for errors (e.g., API failures, invalid input).**Implementation:**

- Custom error pages (e.g., error.html).
- Flash messages for form validation errors.

Example:

```
@app.route('/login', methods=['GET', 'POST'])
def login():
    # ... login logic ...
    if not user or not user.check_password(password):
        flash('Invalid username or password.', 'danger')
        return render_template('login.html')
```

6.2.6 Use Case: Testing and Validation

Objective: Ensure correctness and reliability.**Implementation:**

- **Unit tests** for core functions (e.g., rating calculations).
- **Integration tests** for API and web routes.
- **Manual testing** for UI/UX across devices.

Example Unit Test (Pseudocode):

```
def test_calculate_player_rating():
```

```
player = mock_player_with_known_stats()

rating = calculate_player_rating(player)

assert rating == expected_value
```

6.2.7 Use Case: Extensibility and Maintenance

Objective: Ensure the system can be extended (e.g., new leagues, advanced analytics).**Implementation:**

- Modular code structure (separate files for models, routes, analytics).
- Clear documentation and inline comments.

7. Testing

Thorough testing was essential to ensure that CricWizards XI met its functional and non-functional requirements, delivered accurate analytics, and provided a robust, user-friendly experience. The testing process combined both black box and white box techniques, and incorporated feedback from both expert and non-expert users.

7.1 Test coverage

Overview

Test coverage was planned to ensure that all major requirements - ranging from data accuracy and algorithm correctness to user interface responsiveness and security - were validated. Both black box (functional) and white box (structural) testing approaches were used.

Black Box Testing

Black box testing focused on validating the system's behavior against the requirements, without knowledge of the internal code structure. The following table summarizes key requirements and associated test cases:

| Requirement ID | Requirement Description | Test Case ID | Test Case Description | Expected Result |

|---|---|---|---|---|

| R1 | The system must allow users to select a team and view predicted XI | TC1 | Select a team from the home page and navigate to the prediction page | Predicted XI is displayed with player stats |

| R2 | The system must display player performance analytics | TC2 | Select a team and view the performance analysis page | Tables of batting, bowling, and all-rounder stats are shown |

| R3 | The system must allow player comparison | TC3 | Use the player comparison tool to compare two players | Both players' stats are displayed side by side |

| R4 | The system must support user registration and login | TC4 | Register a new user and log in | User is authenticated and session is created |

| R5 | The system must handle invalid input gracefully | TC5 | Enter invalid data in registration form | Appropriate error messages are shown |

| R6 | The system must handle API failures gracefully | TC6 | Simulate API downtime | User sees a friendly error message, not a crash |

| R7 | The system must be responsive on mobile devices | TC7 | Access the site on a smartphone | Layout adapts and remains usable |

Example Black Box Test Case:

- **Test Case ID:** TC1
- **Requirement:** R1
- **Steps:**
  Open the home page.
  Select "Pakistan" as the team.
  Click "Predict XI".
- **Expected Result:**
  The predicted XI for Pakistan is displayed, with each player's name, role, and performance stats.

White Box Testing

White box testing involved examining the internal logic, especially for critical algorithms and data processing functions. This included:

Unit tests for functions such as calculate_player_rating, predict_best_xi, and data aggregation routines.

Code coverage analysis to ensure all branches and edge cases were exercised.

Boundary value analysis for rating calculations (e.g., players with zero innings, maximum runs, etc.).

Example White Box Test Case:

Function: calculate_player_rating

Test:

Provide a player with 0 innings (should not cause division by zero).

Expected Result:

The function returns a rating of 0, and no error is thrown.

Sample Unit Test (Python):

```
def test_calculate_player_rating_zero_innings():
    player = {
        'id': 1,
        'name': 'Test Player',
        'batting': {'innings': 0, 'runs': 0, 'balls': 0, 'fours': 0, 'sixes': 0},
        'bowling': {'innings': 0, 'overs': 0, 'wickets': 0, 'runs': 0}
    }
    rating = calculate_player_rating(player)
    assert rating['overall_rating'] == 0
```

Integration and System Testing

Integration tests ensured that modules worked together as intended. For example, after fetching data from the API, the system was tested to ensure that the data was correctly processed and displayed in the UI.

System testing involved end-to-end scenarios, such as a user registering, logging in, selecting a team, and viewing analytics.

Security and Usability Testing

- **Security:** Attempted SQL injection and XSS attacks on input fields to verify sanitization.
- **Usability:** Tested navigation, feedback messages, and error handling for clarity and helpfulness.

Test Coverage Summary

- All major requirements were covered by at least one test case.
- Edge cases (e.g., missing data, API errors) were explicitly tested.
- Both functional and non-functional requirements (e.g., responsiveness, security) were validated.

7.2 Test methodology

Approach

The testing methodology combined automated and manual testing, with a focus on iterative improvement and user feedback. The process was integrated into the Agile development cycle, with tests written and executed during each sprint.

Automated Testing

Unit Tests:

Core functions (e.g., rating calculations, data aggregation) were covered by unit tests using Python's unit test framework. These tests were run automatically before each deployment.

Integration Tests:

Simulated API responses and tested the end-to-end flow from data retrieval to UI rendering.

Regression Tests:

Ensured that new features or bug fixes did not break existing functionality.

Manual Testing

Exploratory Testing:

Developers and testers manually explored the application, trying various user flows and edge cases.

Cross-Browser and Device Testing:

The application was tested on Chrome, Firefox, and Edge, as well as on Android and iOS devices, to ensure consistent behaviour.

User Feedback

Expert Users:

Feedback was obtained from cricket analysts and software developers. They evaluated the accuracy of analytics, the clarity of the UI, and the robustness of the prediction model.

Non-Expert Users:

Casual cricket fans and students were invited to use the platform and provide feedback on usability, navigation, and overall experience.

Feedback Collection Methods:

- Online surveys with Likert-scale questions and open-ended comments.
- Direct observation during user testing sessions.
- Email and chat feedback for remote testers.

Examples of Feedback and Iterative Improvements:

Feedback: “The player comparison tool is useful, but it’s hard to find specific players in the dropdown.”

Action: Added search functionality to the dropdown menus.

Feedback: “On mobile, the tables are hard to read.”

Action: Improved table responsiveness and font scaling.

Feedback: “Error messages are too generic.”

Action: Made error messages more specific (e.g., “API unavailable, please try again later”).

Output Validation

Analytics Validation:

Compared the system’s predicted XI and player ratings with expert opinions and real-world team selections to ensure plausibility.

Performance Testing:

Measured page load times and API response times to ensure acceptable performance under typical usage.

Why This Methodology?

Comprehensive Coverage:

Combining black box and white box testing ensured both user-facing features and internal logic were validated.

Iterative Improvement:

Agile sprints allowed for continuous testing and refinement based on real user feedback.

Real-World Relevance:

Involving both expert and non-expert users ensured the application was both accurate and accessible.

Conclusion

The testing strategy for CricWizards XI was thorough and multifaceted, ensuring that the application met its requirements, worked reliably, and provided a positive user experience. The combination of automated tests, manual exploration, and user feedback resulted in a robust, user-friendly, and trustworthy cricket analytics platform.

8. Conclusions and reflections

Introduction

The development of CricWizards XI, an AI-powered cricket team selection and analytics platform, has been a multifaceted journey encompassing research, design, implementation, testing, and evaluation. This section provides a critical reflection on each stage of the project lifecycle, assesses the extent to which the project objectives were met, and discusses the strengths, weaknesses, and future potential of the application and the methodologies employed.

Project Lifecycle Reflections

Requirements Analysis and Planning

The project began with a thorough requirements analysis, informed by a review of existing cricket analytics tools and academic literature. The initial project proposal and requirement specification (PPRS) set out clear aims: to create a data-driven, user-friendly platform for cricket team selection and performance analysis. The planning phase included the creation of a high-level Waterfall plan and the adoption of Agile sprints for iterative development. This hybrid approach provided both structure and flexibility, allowing for the accommodation of evolving requirements and stakeholder feedback.

Reflection:

The dual methodology was effective in managing risk and ensuring steady progress. Early stakeholder engagement helped clarify priorities, though some requirements (such as advanced analytics and real-time updates) proved more complex than initially anticipated.

Design

The design phase focused on modularity, scalability, and user experience. Wireframes, UML diagrams, and ERDs were developed to visualize system architecture, data flows, and user journeys. The use of Bootstrap and responsive design principles ensured accessibility across devices, while the layered architecture (presentation, application, data) facilitated maintainability and future extensibility.

Reflection:

Investing time in detailed design documentation paid dividends during implementation, reducing ambiguity and rework. However, some design decisions - such as the initial database schema - required revision as new features were added, highlighting the importance of iterative design.

Implementation

Implementation was organized around key use cases, including data ingestion from the SportMonks API, player rating calculations, team prediction, and user authentication. Python and Flask provided a robust backend, while Bootstrap and JavaScript enabled a modern, interactive frontend. The modular codebase, with clear separation of concerns, facilitated collaborative development and debugging.

Reflection:

The choice of Python and Flask proved well-suited to the project's analytics-heavy requirements. Integration with Pandas and NumPy enabled efficient data processing. However, handling inconsistent or missing API data was a recurring challenge, necessitating the development of fallback mechanisms and robust error handling.

Testing

A comprehensive testing strategy was employed, combining black box and white box techniques. Automated unit and integration tests validated core logic, while manual and exploratory testing ensured usability and responsiveness. Feedback from both expert and non-expert users was solicited and incorporated.

Reflection:

Testing was integral to the project's success, uncovering edge cases and usability issues that might otherwise have gone unnoticed. The inclusion of user feedback led to tangible improvements in navigation, error messaging, and mobile responsiveness.

Deployment and Demonstration

The application was deployed in a cloud environment, with environment variables securing sensitive information. The interim and final demonstrations showcased the platform's core features, and the final submission included comprehensive documentation and user guides.

Reflection:

Deployment was straightforward due to the use of lightweight frameworks and clear separation of configuration and code. However, scaling considerations (e.g., database migration, API rate limits) will require further attention for production use.

Evaluation Against Objectives

The project's primary objectives were to develop a web-based platform for cricket team selection and analytics, provide detailed performance analysis, enable player comparison, and ensure a user-friendly experience. These objectives were largely met:

Data-Driven Team Selection: The platform successfully implements a weighted rating system, optimizing team composition based on recent performance and role requirements.
Performance Analysis: Users can access detailed, sortable tables of batting, bowling, and all-rounder statistics, as well as individual player profiles.
Player Comparison: The interactive comparison tool allows users to evaluate players side by side.
User Experience: The application is responsive, accessible, and provides clear feedback and error handling.
Security: User authentication and data protection are implemented using industry best practices.
Reflection:
While the core objectives were achieved, some advanced features (such as real-time updates and machine learning-based predictions) remain as future enhancements. The project demonstrates the feasibility and value of democratizing cricket analytics for a broad audience.

Strengths and Weaknesses

Strengths

Robust Analytics: The use of statistical models and real-time data provides objective, transparent team recommendations.
User-Centric Design: The interface is intuitive, responsive, and accessible, catering to both experts and casual fans.
Extensibility: The modular architecture supports future enhancements, such as additional leagues or advanced analytics.
Security and Reliability: Secure authentication and error handling ensure a trustworthy user experience.
Comprehensive Testing: Rigorous testing and user feedback contributed to a stable, reliable application.

Weaknesses

API Dependency: The platform relies heavily on the availability and consistency of third-party APIs. Outages or changes in the API could disrupt functionality.
Limited Advanced Analytics: While the current rating system is effective, more sophisticated machine learning models could further enhance prediction accuracy.
Scalability: The current deployment is suitable for small to medium user bases; scaling to a large audience would require database and infrastructure upgrades.
Data Gaps: Incomplete or missing data for certain players or matches can affect the accuracy of analytics and recommendations.

Knowledge and Skills Acquired
The project facilitated the acquisition and deepening of several technical and professional skills:

Technical Skills: Advanced Python programming, Flask web development, RESTful API integration, data analysis with Pandas/NumPy, responsive UI design with Bootstrap, secure authentication, and cloud deployment.
Software Engineering Practices: Requirements analysis, modular design, version control, automated testing, and documentation.
Soft Skills: Project management, iterative development, stakeholder communication, and user-centered design.

Research and Findings
The literature survey and review of existing applications highlighted the gap in accessible, interactive cricket analytics tools for non-professional users. The project's findings confirm that a data-driven, user-friendly platform can empower fans and analysts alike, fostering greater engagement and understanding of the game. The research also underscored the importance of transparency, algorithmic fairness, and user feedback in sports analytics applications.

Further Work
Several avenues for future development have been identified:
Advanced Analytics: Incorporate machine learning models for player performance prediction and scenario simulation.
Expanded Data Sources: Integrate additional APIs or data providers to enhance coverage and reduce dependency on a single source.
Mobile App Development: Develop native mobile applications for broader accessibility.
Community Features: Enable user-generated content, such as custom team selections and public leaderboards.
Localization: Support multiple languages and regional formats to reach a global audience.

Conclusion
CricWizards XI represents a significant step toward democratizing cricket analytics, combining robust statistical methods with an accessible, engaging user interface. The project's lifecycle - from requirements analysis to deployment - was marked by careful planning, iterative development, and a commitment to user-centred design. While challenges were encountered, particularly in data integration and scalability, the resulting application meets its core objectives and lays a

strong foundation for future innovation. The experience has been invaluable in developing both technical expertise and a deeper appreciation for the complexities of sports analytics and software engineering.

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Include a list of cited in your text items (books, papers, websites, etc.). Use Harvard style for the purpose, or any other preferred standard referencing style.

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Appendix I

Provide additional material, if appropriate, in separate appendices.

Use one Appendix to provide a link to an on-line video demo of the project.

Do not include the entire code in print as an appendix.