1.***Objectives***

- For detection and classification of images, we are creating a model which can determine various factors such as different teams' members, audience, referees, total no of people in the court and identifying game from equipment on court.
- Real time 3D motion tracking of players, if possible.
- By this model we can also collect/record the data of previous matches and use it for analysis.
- Developing a website to display following data:
  - Name of the game
  - Number of players in each team
  - Classification of opponent team players by colour of their jerseys
  - Number of audiences in the court
  - Identifying position of particular player in the team by his/her temporal details.[THIS IS EXAMPLE FOR YOU KHADGA : In badminton we can identify type of serves by position of player]

2.***Proposed Methodology***

- For object recognition and human detection, we have researched various project papers which includes information about IoT and computer vision.
- Studying codes of existing models so that we can try and modify them according to our objectives.
- Data collection to train our model.
- Practical execution on various data and on campus.