Cricket Club Management System



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Submitted by:

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• Short Description of project

 Cricket clubs face difficulties when managing their players performance, fitness, finances. The objective of cricket club management system is to provide an organized software to the problems for cricket club, so that they could manage their operations in a much better way. This project would contribute the field of computer science by creating a software that would help cricket clubs.

• Users of Application

The software can be used by following types of users: -

- Club Admin: This user will have the most access and is responsible for the management of the club and its operations. He can change the management staff and can also add/remove a player.
- Coach: This user will be able to manage the players and manage training sessions and schedules. He can also add/remove a player.
- Players: This user can view their match statistics, match schedules and training sessions.
- o Fans: This user can view the performance, player records and match schedules for their favorite team.

• Functional Requirements

User Story ID	As a	I want to	So that I can
	Club Admin	Schedule a match.	Schedule a match with another club.
		Check finances of club.	Manage the finances of the club.
		Check Team.	See the players and their attributes.
		Check Management Staff.	See the management staff of our club.
1		Add a Player.	Add a player to the team.
		Remove a Player.	Remove a player from the team.
		Add a Coach	Add a coach to the team.
		Remove a Coach.	Remove a coach from the team
		Add Achievements.	Show Accomplishments of the club to fans.
		Set the ticket prices.	Change the price of tickets.
	Club Coach	Schedule a training session.	Schedule a training session.
2		Check Team.	See the players and their attributes.
		Change playing XI.	Show playing XI to other users.
		Add a Player.	Add a player to the club.
		Remove a Player.	Remove a player from the club.
		Check Schedule.	Plan according to it.
		Check the statistics of players.	Track the players performance.
		Check Achievements.	See Accomplishments of the club.
		Check Training Equipment.	Add/Remove the equipment.
3	Player	Check the statistics of players.	Track the players performance.

		Check Achievements.	See Accomplishments of the club.
		Check Schedule.	Plan according to it.
		Check Playing XI	See playing XI
4	Fans	Check the statistics of players.	Check Players Performance.
		Check Achievements.	Check Achievements.
		Check Schedule.	Check future matches.

• Wireframes

Figure 1: Log in Screen

```
    Add a player.

2. Remove a player.
Check Finances.
4. Search a player.
5. Add a coach.
6. Remove a coach.
7. Add Achievements.
8. Set Ticket Prices.
9. Check Team.
Check Management Staff.
11. Change a player's name.
12. Schedule a Match.
13. Exit
Enter a number: 3
```

Figure 2: Admin Main Menu Screen



Figure 3: Admin Option 1

Figure 4: Admin Option 2

Figure 5: Admin Option 3

Figure 8: Admin Option 6

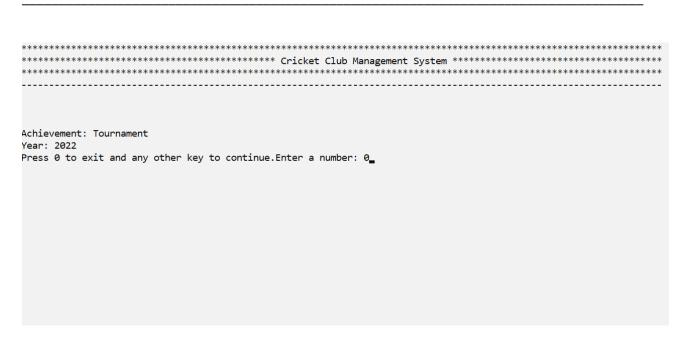


Figure 9: Admin Option 7

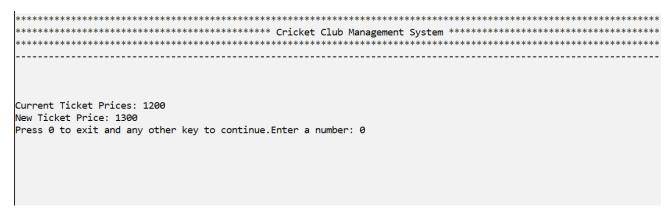


Figure 10: Admin Option 8

Figure 11: Admin Option 9

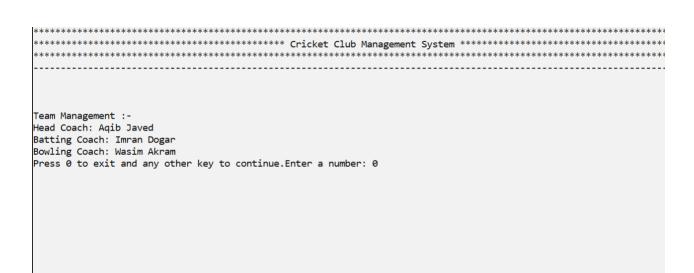


Figure 12: Admin Option 10

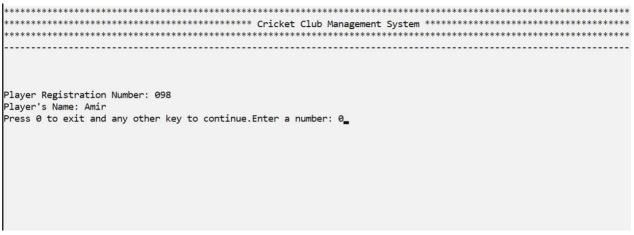


Figure 13: Admin Option 11

Figure 14: Admin Option 12

Figure 15: Coach Main Menu

Figure 16: Coach Option 1

Figure 17: Coach Option 2

Figure 18: Coach Option 3

Figure 19: Coach Option 4

Figure 20: Coach Option 5

Figure 21: Coach Option 6

Figure 22: Coach Option 7



Figure 23: Coach Option 8

Figure 24: Coach Option 9

Figure 25: Coach Option 10

Figure 26: Player Main Menu

Figure 27: Player Option 1

Figure 28: Player Option 2

Figure 29: Player Option 3

Figure 30: Player Option 4

Figure 31: Player Option 5

Figure 32: Fans Main Menu

Figure 33: Fans Option 1

Figure 34: Fans Option 2

Figure 35: Fans Option 3