**Python Fantasy Cricket Game Internshala**

**Objective-**  Internshala fantasy cricket game aims to excel the students in the field of python by adding various tools in the toolbox such as Qt designer, sqlite3, python commands etc. This project help students in the it sector field in a new and innovative way. This project help aspirants to work on both the internal working (backend) as well as in the outer looking design (frontend). It aims for total development as it also brings competition among the students.

**Description**- This project provides an insight as it first develops the design of the UI of the main window required for the project, then it provide the event driven handling of the signals by the slots designed for the project. Then the designed UI works on the cricket teams that we make by creating new team, then we can modify the playing XI team and save it. It also ensures the overall score of the players of the team by all the conditions mentioned in the problem statement. The project has a predefined database in which all the data we created and save the team data . This project also has some dialog boxes where the user enters data or click some unwanted events which violates the predefined conditions. This project has all specific event and their conditions. It also has points that are available in the making of team and all the players have their own respective points and then all the sum of the players gets prints in the calculate score.

**Structure**- This project has all the portions that should be in the development zones like it have Qt designer in the beginning section which helps in the front-end section and results in how the interface of the project look like. It requires the pyqt5 tool as the main package through command prompt and Qt designer through online platform which all helps in the frontend specialty we add in the project. The working behind this project that is the backend process is done through sqlite3 command in python shell by importing the sqlite3 module with the help of objects and classes in the object-oriented programming (OOPS). The main tool here is the use pyuic module in python which helps in the conversion of the .ui file we created to the .py file then implementing all the functionality in the python code that is generated in the shell.

**Future scope –**  This project has various field attached to it in the future it can make the gaming development much easier in the technology field and the language we use in this has vast scope as it is a scriptable language , it is a allrounder language which is very flexible in terms of syntax .it can be used in python development and in dev ops. It is a very strong project which can be presented in our cv.

**Conclusion**- At last I want to thank to whole internshala mentors who helped me during this 6-week process by their Q&A forum. I have now inculcated a big amount of knowledge in these 6 weeks regarding python and all other stuffs I studied.

**Reference-** My whole idea regarding the project came from the internshala videos which are uploaded in the training session. They were enough for making of the project , modules , quizzes which are available in the training .