ONLINE HAND-CRICKET

CSE-B

SREE UDAY : HTML/CSS ENGINEER

SRIVARDHAN : JAVA/JAVA-SCRIPT ENGINEER

GATTUGARI SREEKAR : DOT-NET ENGINEER

DESCRIPTION OF THE PROJECT

THE IDEA IS TO CREATE AN ONLINE CRICKET GAME WHICH WILL BE USER FRIENDLY AND UNDERSTANDABLE FOR EVERYONE . THE IDEA IS BASED ON NUMBERS WHERE THE TOSS WOULD BE DECIDED UPON THE NUMBERS RANGED FROM 1-6 DEPENDING UPON THE CHOICE OF THE PLAYER ONE WOULD BE SELECTING ODD AND OTHER WOULD BE EVEN WITH THE ADDITION OF BOTH THE NUMBERS BETWEEN THE TWO PLAYERS IF THE ADDED NUMBER IS ODD THEN THE PLAYER WHO CHOSE ODD WILL BE SELECTING IF HE LIKES TO BALL OR BAT AND VICE VERSA

THE PLAYER BATTING WILL CHOOSE ANY NUMBER FROM 1-6 AND THE OPPOSITION WHO IS BOWLING WILL TRY TO GUESS THE CHOICE OF THE BATTER AND SELECT A NUMBER BETWEEN 1-6 IF THE GUESS IS CORRECT AND THE BATTER DID SELECT THE SAME NUMBER AS THE BOWLER THEN THE BATTER IS OUT AND THE SCORE HE MADE WILL BE RECORDED AND NOW THE BOWLER BECOMES BATTER AND THE BATTER BECOMES THE BOWLER NOW THE SAME REPEATS IF THE BATTER NOW SUCCESSFULLY SCORES MORE THAN THE FIRST BATTER THEN HE WINS IF THE BOWLER SUCCESSFULLY DEFENDS THE SCORE MAKING HIM SCORE LESS THAN HE DID THEN THE OTHER PLAYER WINS , THIS IS HOW THE GAME FUNCTIONS THE ADDITIONAL FEATURES WHICH PROVIDED ARE THE STATS OF THE PLAYER , PLAYER VS PLAYER MODE AND THREE DIFFICULTY MODES ALONG WITH SOME DYNAMIC NATURE OF THE WEBSITE