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Roll Number: 45		Lab Assignment Number: 3	
Title of Lab Assignment: Analysis of "Scorify" application.			
DOP: 25-01-2024		DOS: 09-02-2024	
CO Mapped: CO1, CO2	PO Mapped: PO2, PO3, PO5, PSO1		Signature:

Practical No. 3

Aim: Analysis of "Scorify" application.

Description:

1. User Analysis:

- a. Target Audience: The target audience includes the individuals who play cricket matches and maintain record of it. This may include a diverse range of users such as Players, Coaches, Umpires and Scorers.
- b. User Profiles: The application includes profiles such as scorer and spectator where the scorer maintains the record of each and every event happening in the game and spectator who can get updates of the game.
- c. User Goals: Users of the application will have different goals such as
 - i. Player Development: To track the performance of players during practice matches to identify areas for improvement.
 - ii. Player Evaluation: To provide constructive feedback of players by analyzing their individual statistics, such as batting averages, bowling figures, and fielding performance.
 - iii. Opponent Analysis: To scout opposing teams by reviewing their past performances and analyzing key players' strengths and weaknesses to develop effective match strategies.
- d. User Preferences: Users of this application prefer a user-friendly interface with customization options, mobile compatibility, and real-time updates during matches. Seamless data synchronization, offline capabilities, and strong data security measures are also crucial considerations.
- e. Feedback and Reviews: The application typically focus on the user experience, highlighting aspects such as ease of use, reliability, and the effectiveness of features like scoring, player statistics tracking, and team management. Users often appreciate intuitive interfaces, mobile compatibility, and timely updates during matches

2. Problem Areas:

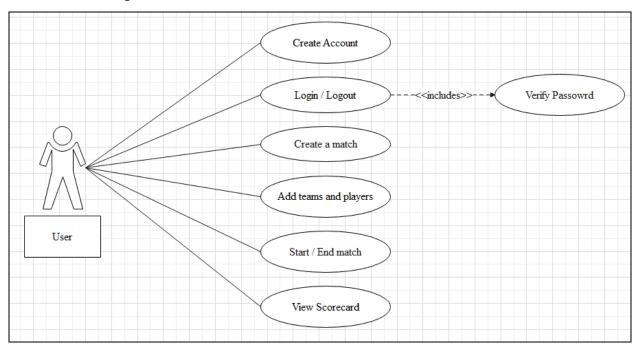
a. User Interface Complexity: If the interface is overly complex or cluttered, users may struggle to navigate the application efficiently, leading to frustration and reduced usability.

- b. Technical Issues: Users may encounter bugs, glitches, or performance issues that disrupt their experience with the application, such as crashes, slow loading times, or errors in scoring calculations.
- c. Scoring Accuracy: Users may encounter issues with scoring inaccuracies, such as incorrect counts of runs, wickets, or overs, impacting the integrity of match data and statistics.
- d. Complexity of Scoring: The scoring process may be overly complex or cumbersome, particularly for users who are unfamiliar with cricket scoring conventions or lack experience with the application.
- e. Data Management Challenges: Managing large volumes of match data and player statistics may become cumbersome without efficient organization, search, and filtering capabilities, making it difficult for users to extract meaningful insights.

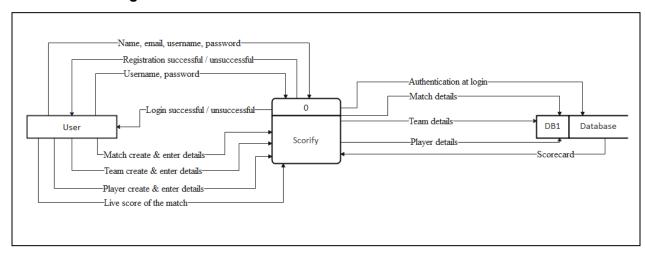
3. Solution Goals:

- Enhanced Scoring Accuracy: Implement algorithms and validation checks to ensure accurate scoring calculations, reducing errors and discrepancies in match data.
- b. Streamlined User Interface: Simplify the scoring process with an intuitive and user-friendly interface, incorporating clear prompts, tooltips, and visual aids to guide users through the scoring process efficiently.
- c. Flexible Customization Options: Expand customization features to allow users to tailor scoring formats, match settings, and player attributes to align with specific match requirements and user preferences.
- d. Efficient Data Management: Introduce advanced data management functionalities, such as robust search, filtering, and sorting capabilities, to facilitate the organization and retrieval of match data and player statistics effectively.

4. Use Case Diagram



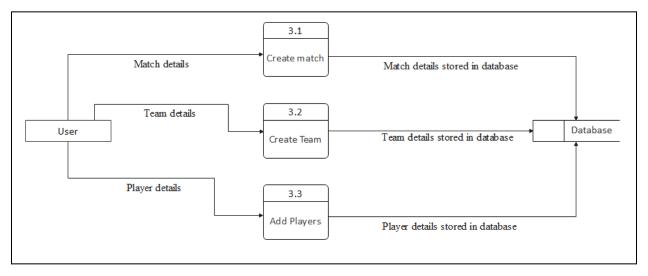
5. Data Flow Diagram



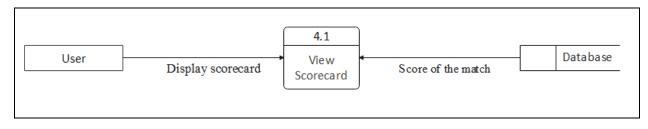
Level 0 DFD

1.0 Name, email, username, password Classify and check Data stored in database Account created successfully 2.0 Username, password Login authentication Login Login Login successfully 3.0 Database Match Details stored in database and displays on match page Details (Match, team, player), score 4.0 Scorecard Entered details gets displayed on scorecard

Level 1 DFD

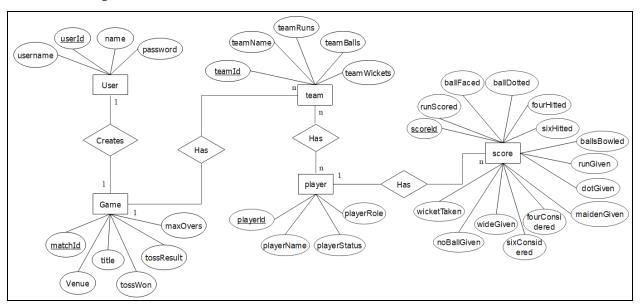


Level 2 DFD for Match



Level 2 DFD for Scorecard

6. ER Diagram



Conclusion: Analysis of "Scorify" done successfully.