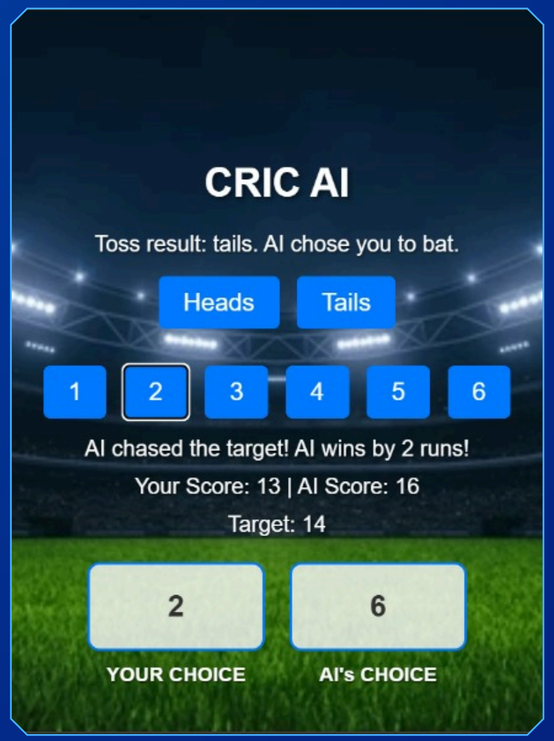
CRIC AI

Developed by: Aayush Bharuka & Ayush Lohia

INTRODUCTION



Hand Cricket is a web-based game where a player competes against an AI opponent. The objective is to score runs while avoiding getting out. The game consists of two innings, where one player sets the target and the other tries to chase it. Aims to provide a lightweight and engaging browser-based experience.

FEATURES & FUNCTIONALITY

- AI as an opponent with random number selection
- Two innings gameplay (target setting & chasing)
- Toss system (Heads/Tails) to decide batting/bowling
- User-friendly UI with clear score display
- Instant win/loss detection and game summary

RESULTS & STANDARDS FOLLOWED

- Game successfully runs in the browser with AI-based opponent.
- Ensures fairness using random AI number generation.
- Design Standards: Responsive UI, structured codebase.
- Coding Standards: Modular functions, proper indentation.
- Testing Standards: Manual gameplay testing to ensure correctness.

DEVELOPMENT,IMPLEMENTATION & TECH USED

- Backend: Flask (Python) handles game logic and AI.
- Frontend: HTML, CSS, JavaScript ensures interactivity.
- AI Logic: Uses random number generation for fair gameplay.
- Game Flow: Toss mechanism, turn-based gameplay, score tracking.
- Testing: Ensured smooth UI, AI fairness, and bug-free experience.

CONCLUSION

CRIC AI successfully digitizes the Hand Cricket game with AI.
Offers an engaging, lightweight, and browser-friendly experience.
Future Improvements:
- AI difficulty levels (using Machine Learning techniques).
- Multiplayer mode for online player-vs-player matches.
- Leaderboard system to track high scores and competition.

Aayush Bharuka: AI logic, GUI development
Ayush Lohia: Game mechanics, documentation

THANK YOU

Aayush Bharuka -2205002
Ayush Lohia-2205025