CRICKET360

Repo Link: https://github.com/dassaniGeet/Cricket360

Introduction:

Cricket360 is a cutting-edge online platform tailored for avid cricket enthusiasts who seek to stay updated with live cricket matches and leagues without the hassle of constant monitoring. This platform utilizes advanced technologies to provide real-time notifications, ensuring that users are always in the loop about their favorite sport.

Features:

Real-time Updates: Cricket360 offers live updates on cricket matches and leagues, delivering comprehensive details including league, scores, and match results using LiveScore API hosted on replicate.

Effortless Registration: Users can register on the platform by providing their name and phone number. Registration is subject to approval using Plivo's call api, ensuring that genuine users receive personalized notifications.

Automated Notifications: Cricket360 utilizes Plivo's Messaging API to send text messages to registered users every 15 minutes, delivering live match updates directly to their mobile devices.

Verification and Validation:

    Phone Number Validation: During registration, Plivo's Call API is employed to validate the provided phone number. A call is made to the user's number, and registration is approved only if the call is answered, ensuring the validity of the provided contact information.

    Duplicate Number Check: The platform verifies the phone number against the database to prevent duplicate registrations. If the number is already registered, the user is promptly informed.

Optimized Communication: Cricket360 sends notifications only when a match is being played, ensuring that users do not receive unnecessary messages during non-match periods.

Simple Unregistration: Users have the flexibility to unsubscribe from the service at any time. By providing their name and phone number on the website, they can easily unregister and stop receiving notifications.

Registration Process:

To access Cricket360, users need to register by providing their name and phone number. The platform employs Plivo's Call API to validate the phone number, ensuring authenticity and preventing misuse.

Notification System:

Cricket360's notification system utilizes Plivo's Messaging API to deliver live match updates to registered users via text messages every 15 minutes. Match updates are fetched using LiveScoreAPI.
This ensures that users receive timely and accurate information about ongoing matches.

Unregistration Process:

Users can unsubscribe from Cricket360 by providing their name and phone number on the website. The platform checks the database to confirm the registration status. If the number is registered, the unregistration process is completed, allowing users to opt out of the service.

Conclusion:

Cricket360 offers a seamless and reliable solution for cricket enthusiasts, providing real-time updates and ensuring the authenticity of users through advanced verification methods. By leveraging Plivo's APIs, Cricket360 guarantees the security and efficiency of its registration and notification processes, enhancing the overall user experience.

How To Run:

1. ## Cloning the Repository
   To run Cricket360, start by cloning the Git repository to your local machine using the following command in your terminal or command prompt:

   ```
   git clone <repository_url>
   ```

2. ## Setting Up the Virtual Environment
   Navigate to the project directory and enable the virtual environment using the following command:

   ```
   virtualenv venv
   source venv/bin/activate
   ```

3. ## Installing Dependencies
   Install the required packages specified in the `requirements.txt` file using pip. Run the following command:

   ```
   pip3 install -r requirements.txt
   ```

4. ## Configuring API Credentials
   Create a .env file in the root of the project directory. Add the following fields to the .env file, replacing <plivo_api_auth_id>, <plivo_api_auth_token>, and <LiveScore_API_KEY> with your actual API credentials:

```
AUTH_ID=<plivo_api_auth_id>
AUTH_TOKEN=<plivo_api_auth_token>
CRICKET_API_KEY=<LiveScore_API_KEY>
```

5. Running the Application

Once the virtual environment is active, and the dependencies and API credentials are set up, you can run the main application file. Execute the following command:

```
python3 main.py
```

This command launches the Cricket360 application, enabling users to receive real-time cricket match updates and notifications as per their preferences.
Make sure to follow these steps in sequence to successfully set up and run Cricket360 on your local machine.