MINI PROJECT – I

(2019-20)

# PROJECT TITLE - *Cricket World Cup Prediction*

SYNOPSIS



GLA UNIVERSITY, MATHURA

Institute of Engineering & Technology

Team Members

Student 1

PRAFULLIT SHUKLA

(University Roll No)

171500222

Student 2

NITIN KUMAR SRIVASTAVA

(University Roll No)

171500208

Student 3

Rohan Yadav

(University Roll No)

171500266

## Supervised B

Vivek Kumar

Department of Computer Engineering & Applications

**About the Project: (Minimum 100 words)**

We are predicting the result of a ODI WorldCup cricket matches using machine learning concepts such as supervised learning to predict the champs of the matches. We utilize career statistics and also the team performances such as batting and bowling performances in order to train the models We are using supervised learning algorithms to predict the outcome of the game and it will help the coaches of the team to learn and analyze where actually the team is going wrong and the area of the improvement.

**Motivation: (Minimum30 words)**

Cricket is one of the most popular and most watched team games in the world.  We can use some machine learning algorithms such as linear regression to predict the final score of the team batting first or logistic regression to predict the probability of winning when chasing starts.

**Requirements:**

1. **Hardware:**

* **Processors:i3 processor or above**
* **Disk space: 2 GB**
* **Operating systems: Windows\*10**
* **GPU: NVidia GTX**

1. **Software:**

* Anaconda Enterprise
* SPYDER(FOR ML ALGORITHM)
* PYTHON(FOR CODE WRITING)
* MS-OFFICE(FOR DATA STORAGE)

**Future Prospects:**

*Machine learning in future can predict better result , more accurate percentage of winning a game, making more interesting and interactive for cricket fan. Machine learning can be used to check performance of a player. From previous data different types of prediction can be used using machine learning.*