

Final Code for Team App

Team Cricket Scorecard:

- 1) Vennamaneni Sai Krishna
- 2) Palamoni Nikhil
- 3) Moulya Bellam
- 4) Nithin Reddy Kotla
- 5) Venkat Sai Divyacharan Jarugumalli
- 6) Yashwanth Veeranna

Cricket Scorecard App: Running Instructions and Features

Running the App:

1. Ensure you have Xcode installed on your Mac.
2. Clone the GitHub repository: <https://github.com/jslpdcharan/CricketScoreCard.git>
3. Select a simulator or connect your physical iOS device.
4. Click on the "Run" button (Play icon) to build and launch the application.

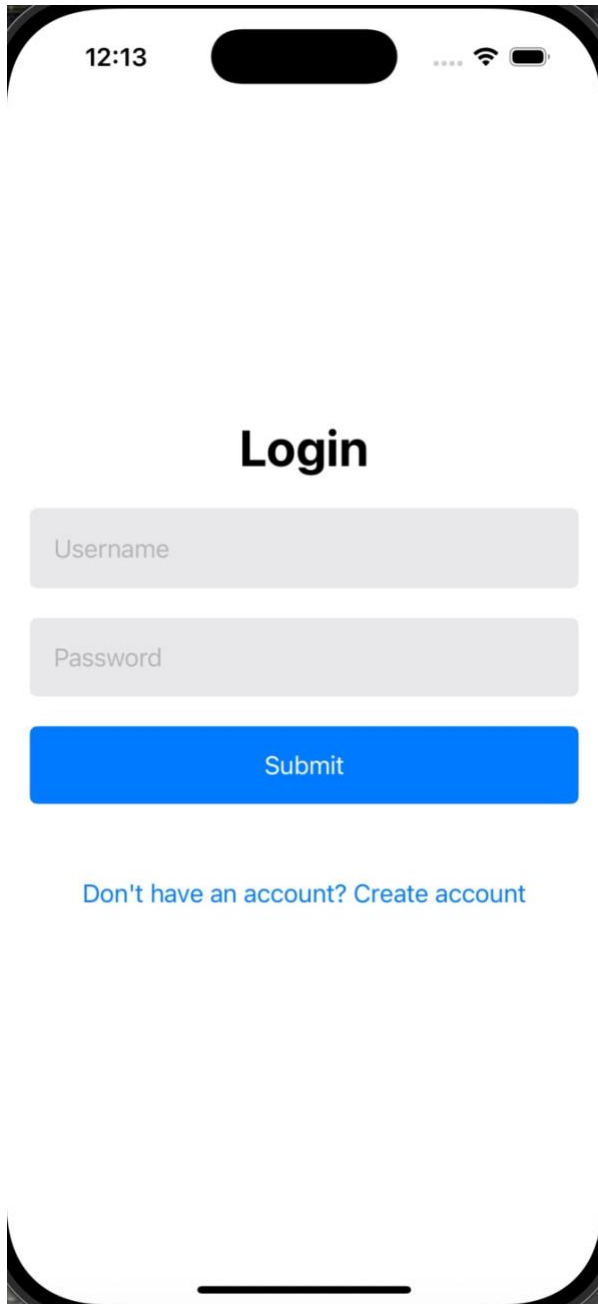
GitHub Repository:

[GitHub Repo URL](https://github.com/jslpdcharan/CricketScoreCard.git)

Features:

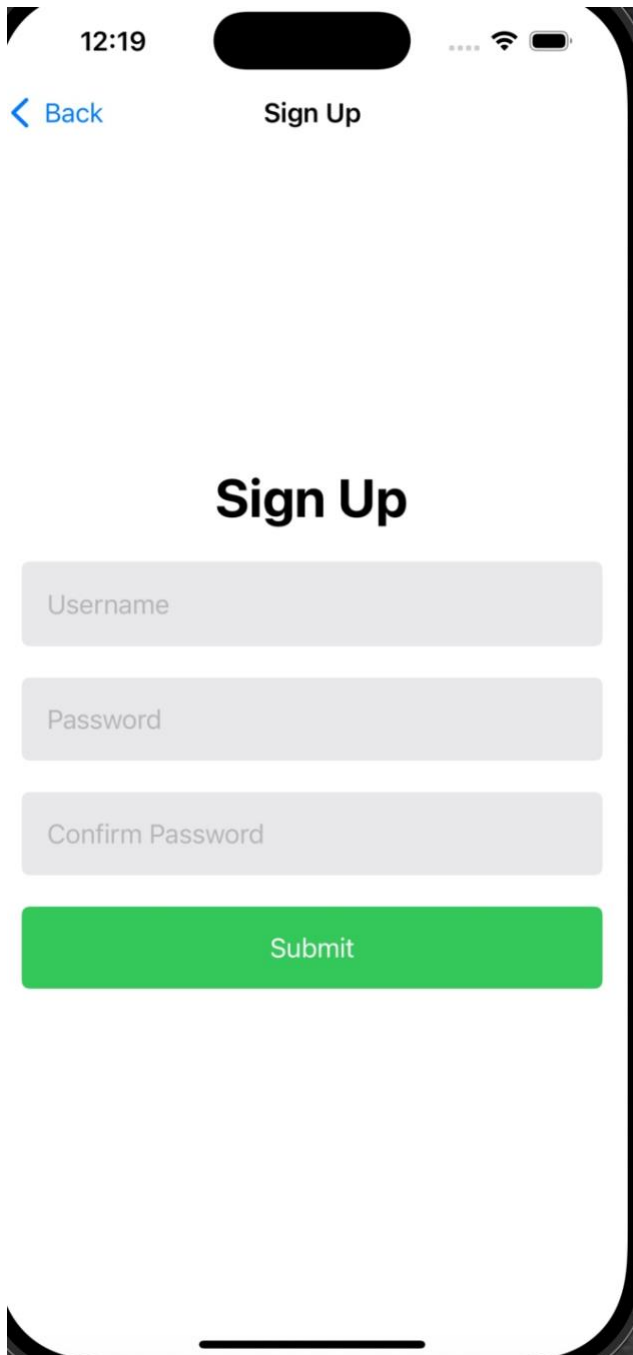
1. Login Screen

The app launches with a clean and user-friendly login screen that allows users to securely authenticate using their credentials. The interface contains two input fields: one for the username and another for the password. Upon entering valid credentials, users can tap the “Submit” button to proceed. For new users, a “Create account” link is provided below the login form. This ensures that both returning users and new users have an intuitive entry point into the app.



2. Sign Up Screen

When a user taps on the “Create account” link from the login screen, they are directed to the sign-up interface. This screen enables new users to register by entering a username, password, and confirming the password. Upon successful submission of valid credentials, the app automatically navigates the user back to the login screen, where they can now sign in using their newly created account.



12:19

< Back Sign Up

Sign Up

Username

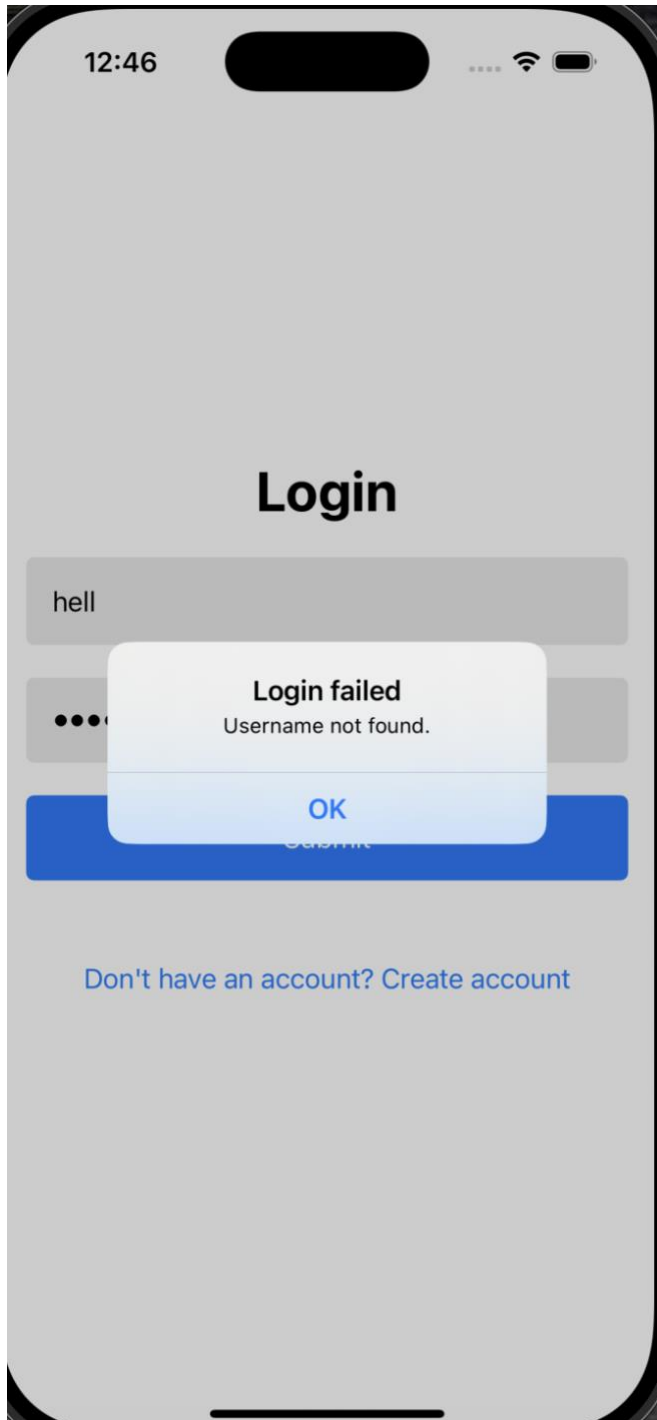
Password

Confirm Password

Submit

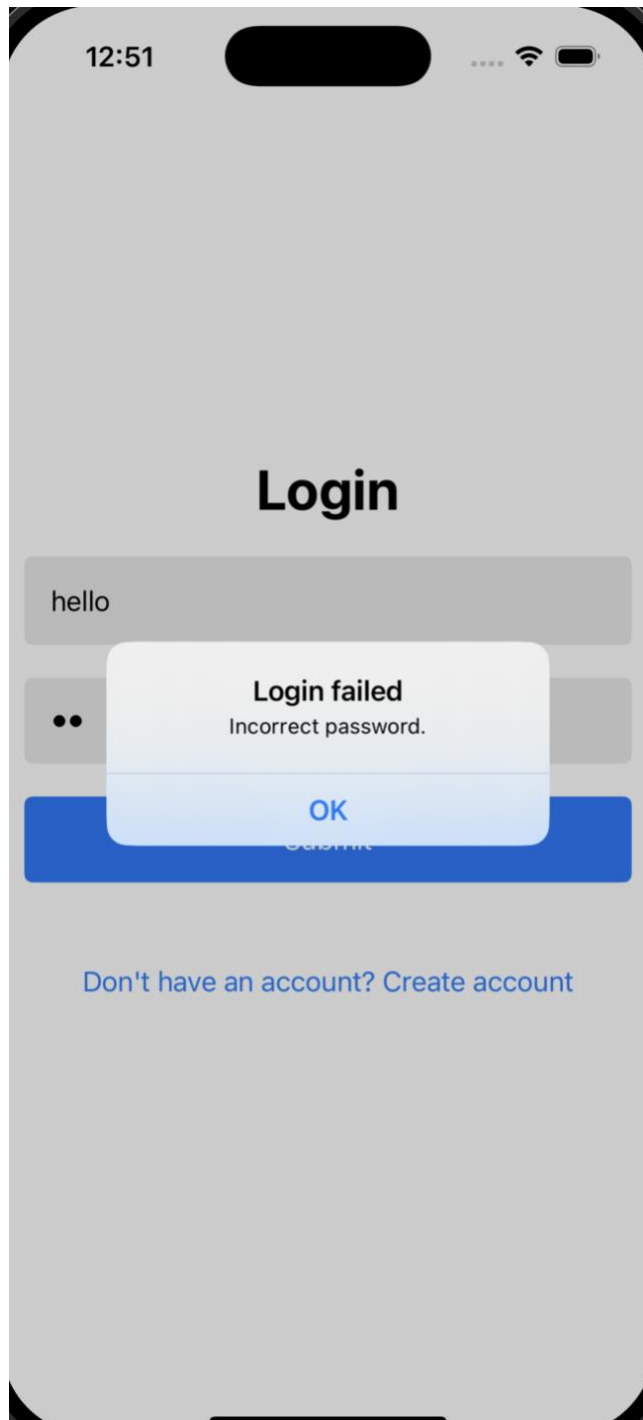
3. Login Error Handling – Username Not Found

To enhance user experience and guide users during authentication, the app includes a robust error handling mechanism. If a login attempt is made with an unregistered or incorrect username, a clear alert message “Login failed: Username not found” is displayed.



4. Login Error Handling – Incorrect Password

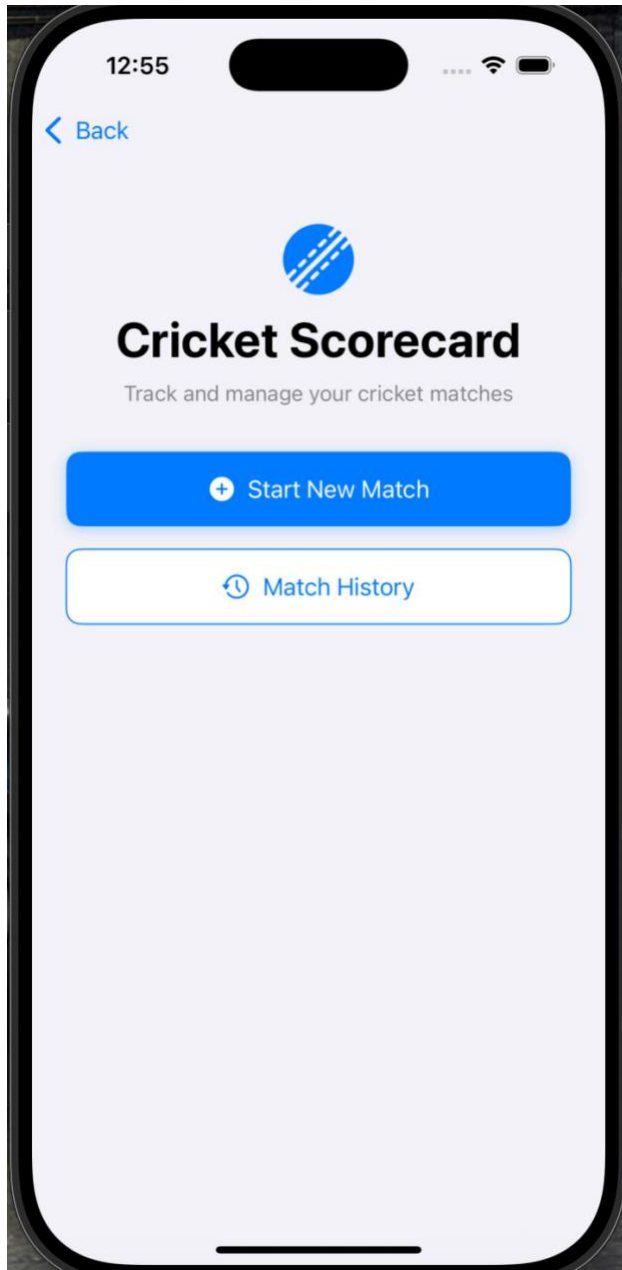
In addition to username validation, the login system includes error handling for incorrect passwords. If the entered password does not match the stored credentials for a valid username, the app displays a prompt stating “Login failed: Incorrect password.”



5. Home Screen

Once successfully logged in, users are greeted with the Home Screen of the Cricket Scorecard app. This screen provides two primary actions: starting a new match and viewing match history.

- The **“Start New Match”** button initiates a new game session, allowing users to enter details and begin live score tracking.
- The **“Match History”** button provides access to previously played games, enabling users to review scores and match summaries.



6. Match Setup Screen

Upon selecting “Start New Match,” users are taken to the Match Setup screen where they are required to input the necessary team details. This includes the team names and a list of up to 11 players for each side — **Team A** and **Team B**— which are visually distinguished using color-coded sections (blue and red respectively).

The screenshot displays a mobile application interface for setting up a new match. At the top, the status bar shows the time 12:56, signal strength, Wi-Fi, and battery icons. Below the status bar, there are two blue back arrows and the text "New Match". The main title "Match Setup" is prominently displayed, followed by the subtitle "Enter team details and match parameters".

The interface is divided into two main sections for Team A and Team B. Team A's section is highlighted with a blue header and a blue dot. It contains a "Team name" input field and a grid of 11 "Player" input fields, arranged in two columns (5 on the left, 6 on the right). Team B's section is highlighted with a red header and a red dot. It also contains a "Team name" input field and a grid of 4 "Player" input fields, arranged in two columns (2 on the left, 2 on the right). The bottom of the screen shows a home indicator bar.

7. Match Settings – Batting Order and Overs

In the latter part of the Match Setup screen, users are presented with additional match configuration options. These settings allow users to:

- **Choose the batting side:** A toggle-style selection enables users to specify which team will bat first, ensuring clarity in match flow.
- **Set the number of overs:** A slider control lets users define the total number of overs for the match, supporting flexibility for quick games or full-length formats.

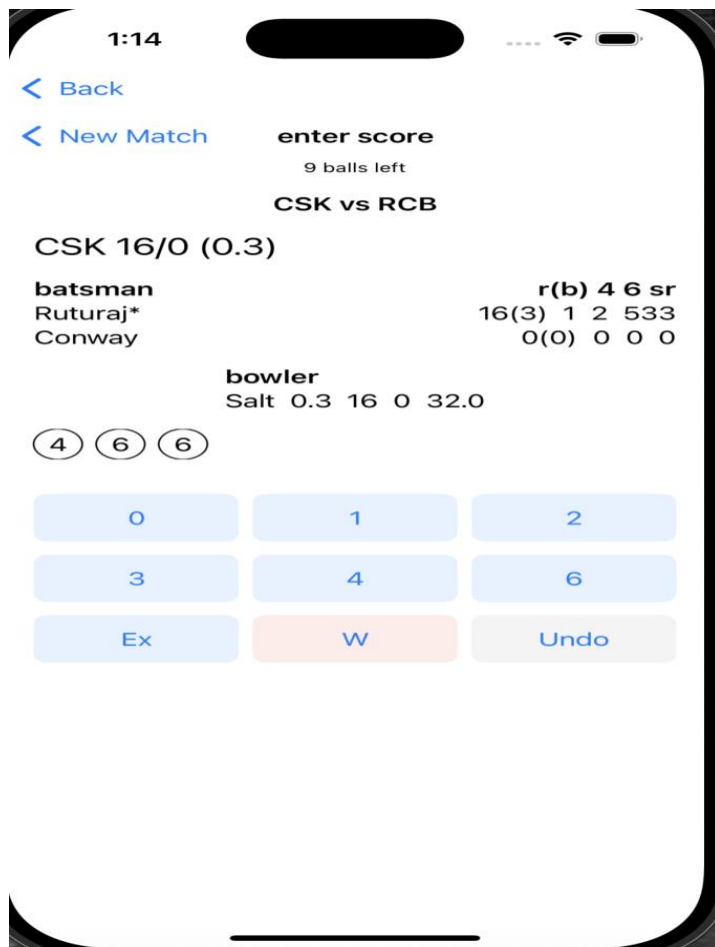
Once all player and match details are finalized, users can proceed by tapping the “Start Match” button.

The screenshot displays the 'New Match' configuration screen. At the top, the status bar shows the time 1:13. Below the navigation bar, there are two back arrows and the title 'New Match'. The main content area is divided into two sections. The first section, titled 'RCB', contains a list of player names in input fields: Salt, Kohli, Devdutt, Patidar, Jithesh, David, Krunal, Bhuv, Josh, Dayal, and Suyash. The second section, titled 'Match Settings', includes a 'Batting First' toggle with 'CSK' and 'RCB' options, and an 'Overs' slider set to 2. A large blue 'Start Match' button is positioned at the bottom of the screen.

8. Live Score Tracking Screen

The score tracking interface is the core of the Cricket Scorecard app, designed to record match events in real time.

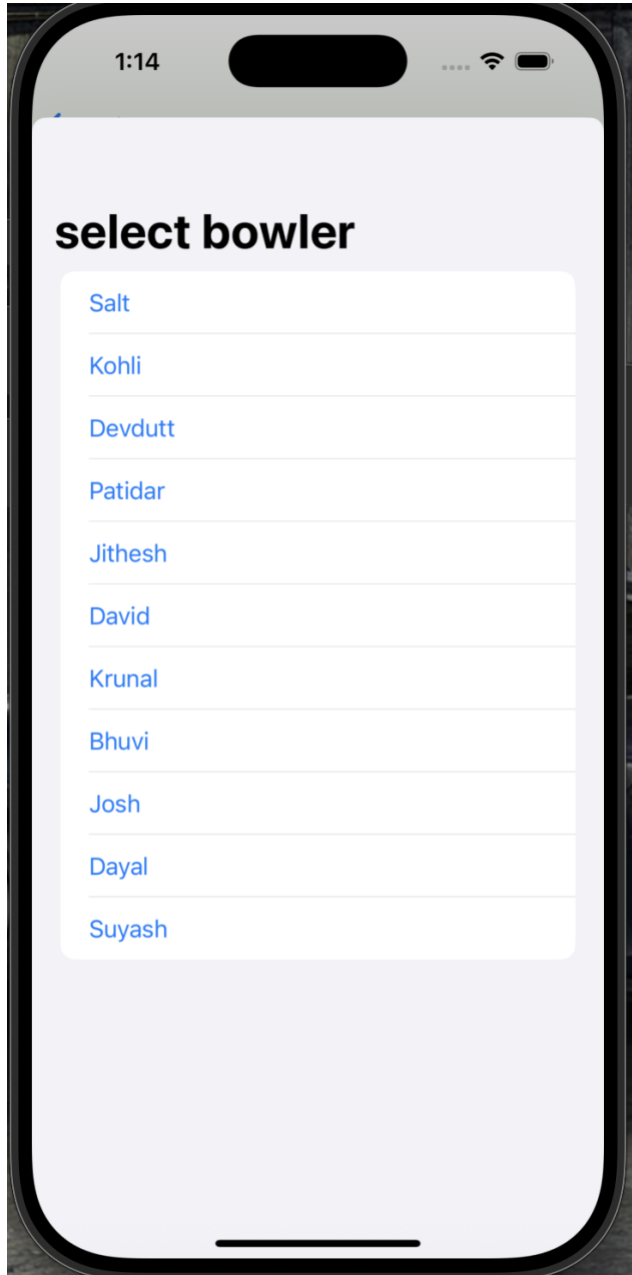
- **Match Overview:** Displays the live score (CSK 16/0), current over (0.3), and balls remaining (9 balls left) in a clear format, helping users monitor match progression at a glance.
- **Batsmen Stats:** Active players are shown with individual performance metrics including runs, balls faced, boundaries (4s and 6s), and strike rate.
- **Bowler Stats:** Provides current bowler statistics such as overs bowled, runs conceded, wickets taken, and economy rate.
- **Quick Input Panel:** Allows real-time input of match events via a grid of buttons:
 - **Runs (0–6):** For quick entry of runs scored.
 - **Ex (Extras):** To account for wides, no-balls, leg-byes, or byes — these runs are credited to the team but not the batsman.
 - **W (Wicket):** Marks a wicket fall and triggers batting order updates.
 - **Undo:** Enables reversal of the most recent scoring action in case of errors, ensuring accurate and flexible scorekeeping.
- **Event Preview:** Recent actions (like 4, 6, 6) are shown for instant visual feedback.



9. Over Completion – Bowler Selection and Strike Change

At the end of each over, the app prompts the user with a dedicated “**Select Bowler**” screen, presenting a list of eligible bowlers from the bowling team. This ensures that a new bowler is selected for the upcoming over in compliance with standard cricket rules.

Additionally, the app automatically **swaps the strike** between the two batsmen, reflecting a realistic and rule-based progression of the innings. These automated updates reduce manual intervention, maintain scoring accuracy.



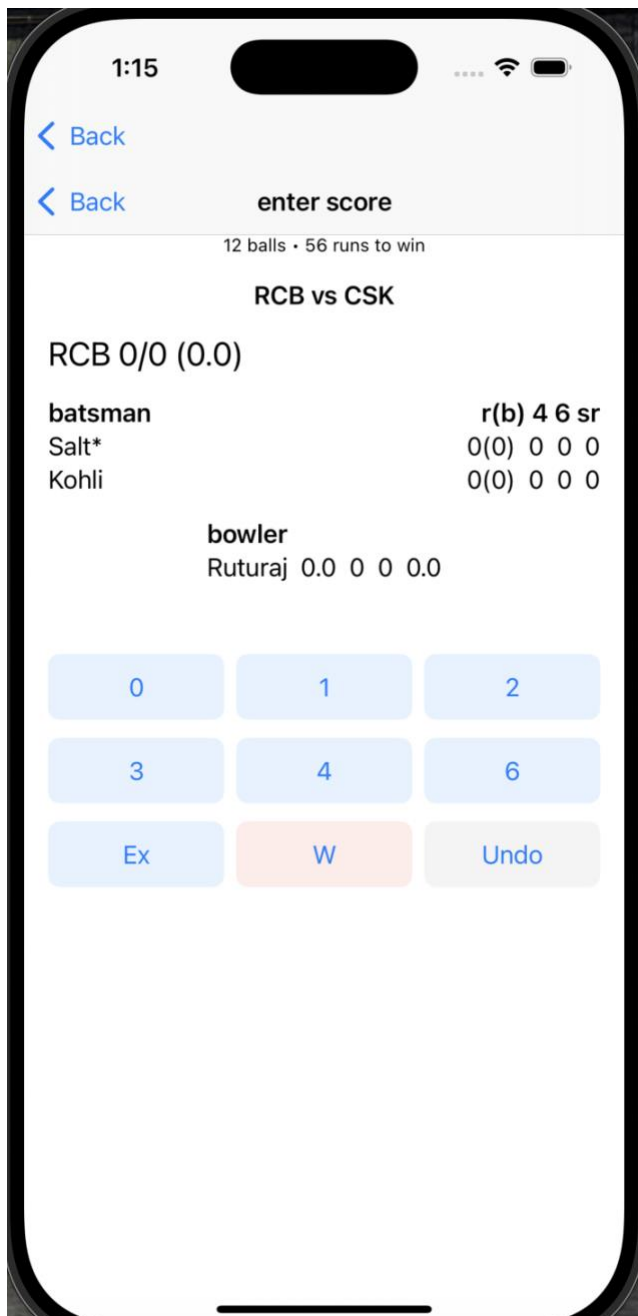
10. Second Innings – Target and Balls Remaining Display

At the start of the second innings, the score tracking screen is enhanced with a key game context element displayed prominently at the top:

“12 balls • 56 runs to win”

This dynamic display provides players and scorers with real-time awareness of:

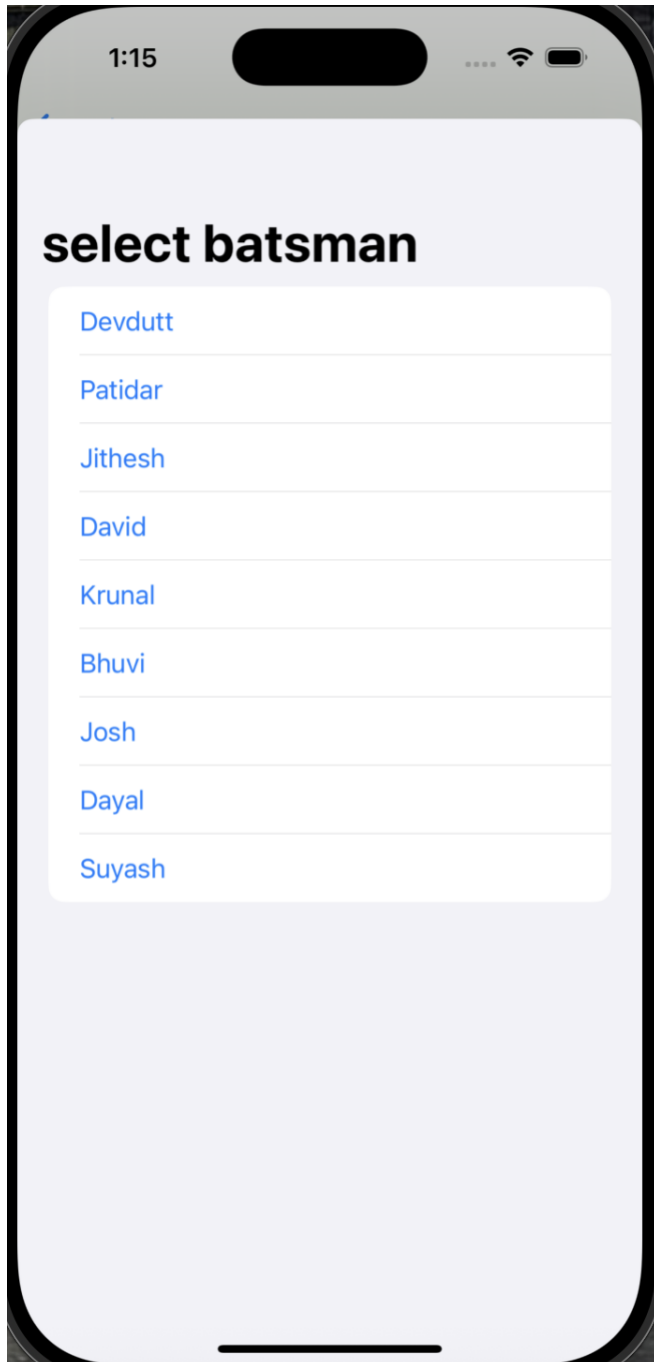
- **Remaining balls** in the innings
- **Target runs** required to win



11. Wicket Handling – New Batsman Selection

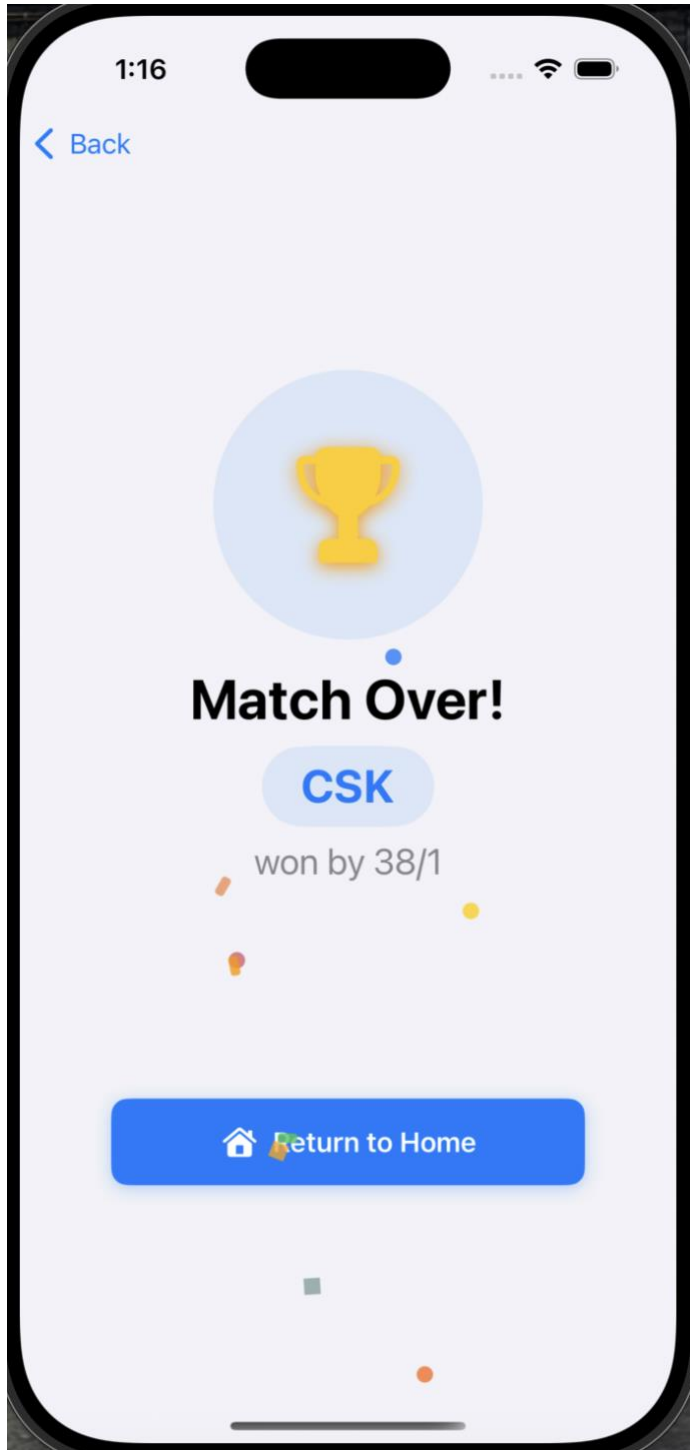
When a batsman is dismissed during the match, the app automatically prompts the user with a “**Select Batsman**” screen. This list contains only the players who have not yet batted, ensuring the integrity of the batting lineup.

By **excluding already-out players** from the selection, the app prevents invalid inputs and mirrors real cricket match rules, where a batsman can only play once per innings.



12. Match Completion – Victory Screen

Once the match concludes, users are greeted with a celebratory “**Match Over**” screen, highlighting the winning team and the margin of victory. For instance, in this example, **CSK** won the match as RCB only scored **38 runs with 1 wicket lost**, not reaching their target of 56.

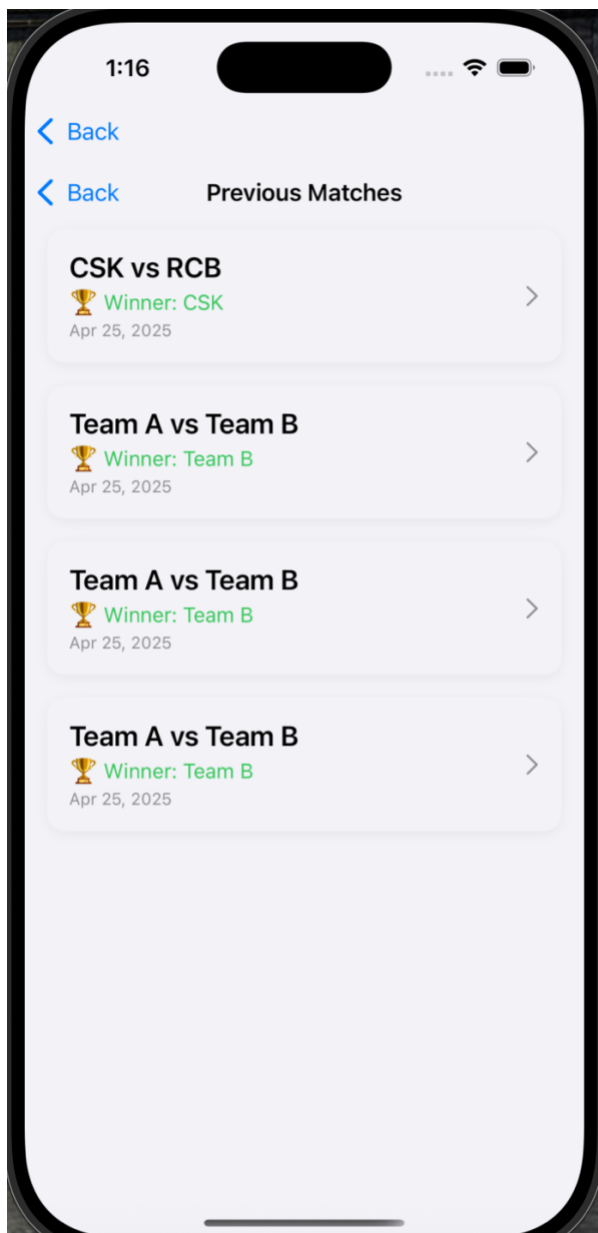


13. Match History – Previous Matches Screen

When users tap on “**Match History**” from the Home Screen, they are directed to a well-organized **Previous Matches** view. This screen presents a list of completed matches along with:

- **Team Names** (e.g., CSK vs RCB)
- **Match Result**, including the **winning team** highlighted with a trophy icon
- **Match Date**, helping users quickly identify recent or past games

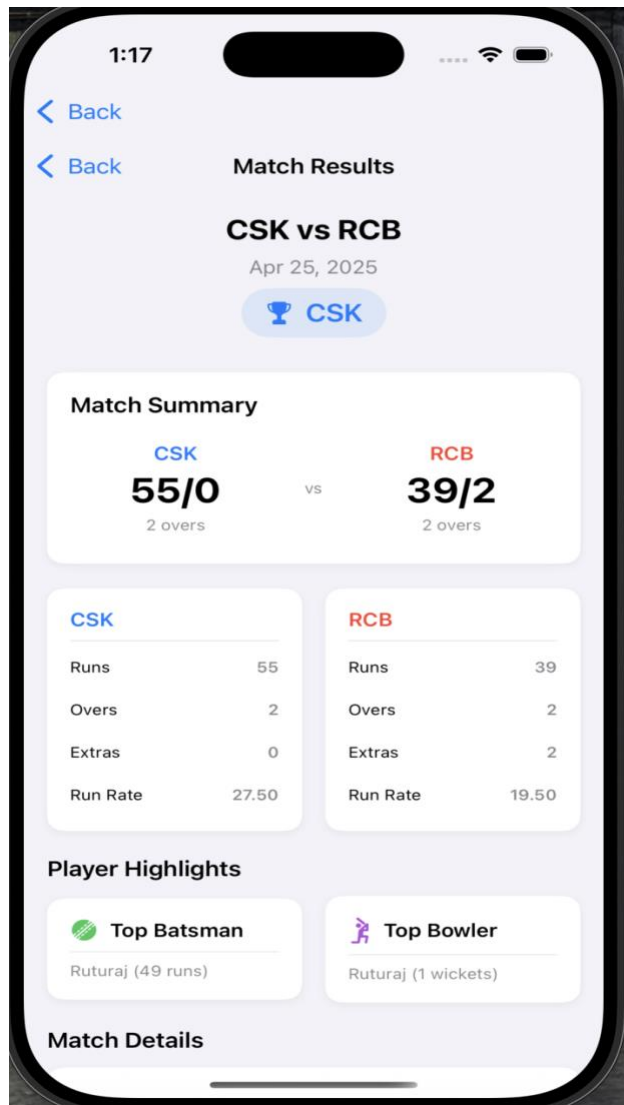
Each match entry is clickable, allowing users to delve deeper into individual match summaries and performance stats (if implemented). This feature supports easy retrieval of match data and adds archival value to the app, helping users track performance history over time.



14. Match Results – Detailed Summary and Player Highlights

Upon selecting a completed match from the history list, users are presented with a **comprehensive match summary** screen. This page consolidates all essential statistics and outcomes:

- **Match Overview:** Displays team names, date, and winning team prominently with a trophy badge.
- **Scorecard Summary:** Compares both teams side-by-side, showing total runs, overs played, extras, and calculated run rates (e.g., CSK with a run rate of 27.50 vs RCB's 19.50).
- **Player Highlights:** Features standout performers such as:
 - **Top Batsman** with runs scored (e.g., Ruturaj – 49 runs)
 - **Top Bowler** with wickets taken (e.g., Ruturaj – 1 wicket)



15. Match Management – Delete Previous Match

To help users manage their match history efficiently, the app includes a **delete match** functionality. By **long pressing** any match entry in the “Previous Matches” screen, users trigger a contextual menu with the option to “**Delete Match**”.

