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CMPT 220
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February 7, 2016
Project Proposal

Cricket Calculator

For my final project, I would like to create a program that will make it much easier to calculate the running score for a game of cricket in darts. In cricket, one aims to hit numbers between 15 and 20 and the bulls eye only. Once a person has hit a number 3 times, for example 17, that number becomes closed. Once a number is closed, the person who closed it will gain that number of points (in this case 17) every time they hit it after, until their opponent closes the number as well. The game ends when all numbers have been closed, and the player with the most points wins. I intend to make a java application which will keep track and calculate the score of two players, and provide a constant feed of which numbers are open and closed.

So far I haven't found any good apps that automate the process, so I've been limited to either keeping track with pen and paper or just using memory which can be a bit of a pain. This in mind, I think using Java to automate the process myself would be not only a great way to make the game more efficient, but to also test and expand my java capabilities.