

SYNOPSIS

TITLE OF THE PROJECT- Internshala Fantasy League [IFL]

The Python Challenge

ABOUT THE PROBLEM

Project Problem Statement

Build a desktop application which is a fantasy cricket game where you would create a virtual team of cricket players and score points on how the players perform in different matches.

The Primary Reason To choose this project , Beacause It gives you a Strong foundation Step to become a Python Developer

THE MAIN OBJECTIVE OF THE PROJECT- To create a virtual team of real cricket players and score points depending on how your chosen players perform in real life matches.

Working Methodology- 1 - Opening screen of the application. You can see the players of each category by selecting the category. To begin with, the selection is disabled until a new team is created from the Manage Teams menu. A pop up asking the name of the team appears.

2 -The toolbar menu options which allow you to create a new team, open an existing team, save your team and finally evaluate the score of a saved team.

3 - After clicking New Team, the left box is populated with player names. As you select a different category, the corresponding list of players is displayed.

4 - On double-clicking each player name, the right box gets populated. Points available and used are displayed accordingly.

5 - Message if the game logic is not followed [ERROR]

6- Pop-up on clicking Evaluate Score. You can select your team here and the match for which the players performance is compared.

7 - The final score for your fantasy team has to pop based on the match selected.

HOW TO DO

Database Design

1] For the database, We need to create and use three tables – match, stats and teams.

2] Next, We need to create the GUI[Graphic User Interface] . Generate the required Python code for the UI using pyuic5-x filename.ui -o filename.py.

3] Finally, We need to populate the Python code generated in step 2 with more attributes and method definitions (action listeners). So That it works without any error.