# 7. CONCLUSION

This project helps us to understand the various concepts used in Computer Graphics and Visualization lab like transformation (translation and scaling) and textures. We have also learnt how OpenGL uses built-in functions and algorithms to create complex graphical objects and render it to display.

The GLUT application-programming interface (API) requires very few routines to display a graphics scene rendered using OpenGL. Most initial GLUT state is defined and the initial state is reasonable for simple programs. The GLUT routines also take relatively few parameters. No pointers are returned.

The SOIL library API’s are very user-friendly and easy to implement. They can be easily manipulated according to user convenience. They require relatively less parameter.

We, the developers, tried hard to integrate whatever we wished into Hand-Cricket to make it as interactive and user-friendly as possible. However, we encountered a few setbacks during the development stage which propelled us into modifying or altogether removing some features. We had initially planned to have the gameplay with the choice of toss where user can choose to bat or bowl. We wish to add more features to this project by providing multiplayer mode and test mode. We also planned to introduce various other statistical comparisons for giving a better view to the user.