**CONCLUSION**

We have successfully implemented Cricket Simulation using OpenGL. We have also added quite a few animations relating to Cricket. Using this project we have demonstrated the various parts that are involved in a game of Cricket. We have implemented animation that can be helpful for a new learner to quickly learn the basics of the game in a short amount of time.

**RESULTS**

In this project we have a set of animations or screens that are implemented. The below is the list of all of them.

1. Home Screen:

This shows the name of our project, it also shows the names of the various team members.

1. Stadium Screen:

This shows the batsman as well as the bowler are standing at the respective positions. It also shows the stadium behind with the crowd cheering. We have also implemented flood lights and the scoreboard as well.

1. Animation for hitting a 6.

Once the user clicks on the number 6 on the keyboard, the following animation is shown on the screen. Firstly the bowler bowls and the then the batsman hits it for a six.

1. Animation for hitting a 4.

Once the user clicks on the number 4 on the keyboard, the following animation is shown on the screen. Firstly the bowler bowls and the then the batsman hits it for a four.