A

Mini Project Report

on

Cricpulse-The ultimate information hub

Second Year Engineering – Computer Science and Engineering Data Science

by

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CERTIFICATE

This to certify that the Mini Project report On Cricpulse-the ultimate information hub has been submitted by Rishi Bije (22107002), Shuban Devanpelli (22107023), Yash Kamble (22107055) and Dhanraj Bacche (22107056) who are bonafide students of A. P. Shah Institute of Technology, Thane as a partial fulfillment of the requirement for the degree in **Computer Science and Engineering Data Science**, during the academic year **2023-2024** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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Chapter 1

Introduction

In the ever-evolving world of cricket, where every ball, run, and wicket matters, having quick and accurate information is crucial for fans, players, and enthusiasts. We now have platforms like Cricpulse, which is like a hub where you can get most of the things about cricket – player profile, field determination and other features that everyone can use.

It gives detailed information about players, by using players information they are compared and statistics are created. Cricpulse is bringing fans together and helping teams make smarter decisions using data.

It's like a game-changer in cricket how cricket information is shared. By giving us so much cricket knowledge, Cricpulse is making us all bigger fans of the cricket.

So, let's take a closer look at Cricpulse and see how it's making cricket more exciting and connected for everyone involved.

1.1 Purpose:

The purpose of the "Cricpulse: Ultimate Cricket Information Hub" is to provide a comprehensive and user-friendly platform for cricket enthusiasts to access all aspects of the game seamlessly. In a world where cricket holds immense significance, Cricpulse aims to simplify and enrich the experience of engaging with cricket-related information. Its primary objective is to centralize cricket information, enabling users to effortlessly access player profile, detailed statistics

By streamlining the dissemination of cricket-related data, Cricpulse empowers users to stay informed about matches, players, and trends in real-time, fostering active participation and enhancing the overall cricket-watching experience. Moreover, the platform facilitates networking and collaboration among cricket fans, creating a vibrant community where enthusiasts can connect and share their passion for the sport.

With visually appealing representations and comprehensive event summaries, Cricpulse makes it easier for users to discover and engage with cricket events that match their interests, thereby increasing participation and involvement in the cricketing community. Additionally, the platform plays a pivotal role in data management, enabling , store cricket-related data effectively, leading to data-driven

decisions .

In essence, the purpose of Cricpulse is to elevate the cricket information experience, promote community engagement, and facilitate seamless sharing of cricket-related insights, thereby contributing to the growth and success of the cricketing community worldwide.

1.2 Problem Statement:

In the cricket enthusiast community, there is a lack of a centralized and comprehensive platform that provides easy access to all cricket-related information. Current reliance on multiple sources and apps for match updates, player statistics, leads to fragmented user experiences and missed opportunities for engagement. Additionally, the absence of data-driven insights in cricket event planning hampers the ability to tailor experiences to audience preferences and needs.

Fragmented Information: Cricket enthusiasts rely on multiple sources and apps for match updates, news, player stats, and event schedules, leading to a fragmented user experience.

Limited Reach and Engagement: Depending solely on individual apps limits the reach and visibility of cricket-related content, resulting in missed opportunities for engagement and collaboration among fans.

Accessibility Issues: Exclusively relying on a single cricket app may exclude individuals who do not use or have limited access to the platform, further hindering accessibility.

Lack of Data-Driven Insights: The absence of data-driven insights in cricket event planning inhibits the ability to tailor events to audience preferences and needs, resulting in less engaging experiences for fans.

1.3 Objectives:

1.To facilitate the comparison of different sets of cricket-related data by retiving from database :- This objective is all about making it easier for people to access and use cricket- related information stored in a database. The goal is to help users compare different sets of cricket data more easily. Imagine you have a bunch of different collections of cricket information stored in a big digital library. We want to make it so that anyone can quickly find specific types of cricket data they're interested in and compare them side by side.

2.**To create an user-friendly platform that provides cricket enthusiasts with easy access to**

comprehensive and up-to-date information by using Tkinter :- Design an intuitive interface with menu bars, buttons, and labels. Use cricket-related icons for engagement. Integrate reliable data sources like player stats, player comparison and up to date information. Ensure navigation is logical, with search functionality and responsive design for seamless user experience across devices. Keep the platform updated with the latest cricket information and technology trends to maintain relevance and user engagement.

3.**To provide insights into strategic field placements used by teams during cricket matches by retrieve images and data from database** :- This objective is about understanding how cricket teams position their players on the field to outsmart their opponents. This positioning, called field placements, is like a strategic game of chess on the cricket field.
The aim is to give insights into why teams put players in certain spots. To achieve this, we need to get data from a database. Alongside this data, having images of field placements used in different matches can help visualize these strategies better.

4.To provide individual player performances by retrieving data from database :-This objective aims to offer insights into how individual cricket players perform by fetching data from a database. In simpler terms, it means we want to give information about how well each player does in matches. To achieve this, we need to gather data stored in a database. This data includes details like how many runs a player scores, how many wickets they take, and other statistics that show how effective they are during games. By retrieving this data, we can present a clear picture of each player's performance over time.

1.4 Scope:

The scope of the CrickPulse Ultimate Information Hub project aims to develop a comprehensive platform for cricket enthusiasts to access information, statistics. It includes the following components:

Team Management: This feature allows administrators to efficiently manage teams within the system. It includes the creation and management of team profiles, including information such as team name, points, and rankings.

Users can easily access and navigate through team profiles, making it convenient tostay updated on team rankings and performance.

Player Performance and Reporting: This component provides valuable insights into individual player performances. It includes reporting features that showcase player statistics and performance metrics.Users can access detailed player reports, including metrics such as total matches played, runs scored, wickets taken, batting and bowling averages, and other relevant statistics.The reporting feature utilizes graphs to visualize year-by-year performance trends, allowing users to track player progress and performance over time.

Comparison: This feature enables users to compare players and their performances. It is used comparing player statistics side by side.

Users can leverage this feature to gain insights into player strengths and weaknesses, performance trends, and historical data, facilitating informed decision-making.

Field Strategy and Planning: For strategic planning and analysis, this feature provides information about field placements, strategies, and tactics used in cricket matches.

Users can access field placement diagrams, strategic insights, and planning to understand fielding strategies employed by teams during matches.The CrickPulse Ultimate Information Hub aims to serve as a centralized platform for cricket enthusiasts, providing access to comprehensive information, statistics. By focusing on player performance and reporting, the platform will cater to the needs of cricket enthusiasts, coaches, analysts, and players, enhancing their experience and understanding of the sport.

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Chapter 2

Literature Review

Cricket performance analysis has become increasingly data-driven, and this research dives into that world. The authors, Harshitha, G. Sreehari, G. Mahesh Kumar, Chinmai L, and Dr. Geetha D published their work in 2022 titled "Performance Analysis of a Cricketer by Data Visualization." Their methodology revolves around using data visualization techniques to analyze cricket performance data. This isn't just about presenting numbers; it's about creating visual representations that reveal underlying trends and provide valuable insights. These insights can then be used to comprehensively evaluate a cricketer's strengths, weaknesses, and overall performance. In essence, this research highlights how data visualization can be a powerful tool for unpacking the complexities of cricket performance[1].

MacDonald et al. (2020) aims to break down these specific requirements. It likely categorizes different bowling types (fast, swing, spin) and details the ideal fielding positions, skills (catching, throwing accuracy, anticipation), and even physical attributes (agility, speed) needed for each scenario. This information is crucial for coaches to design targeted fielding drills that enhance a team's ability to handle different bowling attacks. By understanding how fielding needs to adapt to various bowling styles, teams can improve their overall fielding performance and potentially restrict the batsman's scoring opportunities[2].

Cricketer performance analysis using advanced statistical methods. Authored by Vaibhav Khatavkar and Parag Kulkarni (2019), the title "Contextual Analysis of Cricket Player Performance using Statistical Methods" highlights the focus on in- depth examination. Their approach utilizes deep learning, a powerful AI technique, to analyze statistical data. The study goes beyond simple averages, aiming to uncover patterns in player selection and performance across various cricket series. These insights could prove valuable for team management, potentially aiding in predicting future performance and optimizing player selection strategies[3]

Chapter 3
Proposed System

3.1Features and Functionality:

Admin Team Management:- Admins have exclusive control over the management of cricket teams within the Cricplus system.They can add new teams to the platform, providing essential details such as team name, current ranking, total points, and the number of matches played.Admins can also update existing team information, allowing for changes in rankings, points, or any other relevant data.Additionally, admins have the authority to remove teams from the system if needed, ensuring that the team list remains accurate and up-to-date at all times.

Admin Player Management:-This feature empowers administrators to maintain and update player information within the Cricplus system. Admins can add new players, remove former players, and edit player profiles, including statistics and performance details. Keeping player information up-to- date is crucial for team management and performance analysis.

Admin Field Determination:-Administrators have the capability to add, update, and delete information related to field placement or upload images of field placements within the Cricplus system. This feature allows admins to strategically plan fielding positions for players or provide visual representations of field layouts for matches. It enables efficient communication of fielding strategies and enhances team performance on the field.

User Access to Team Information:-Users, such as cricket enthusiasts and fans, have access to a clear and organized display of information about cricket teams within the Cricplus system. They can view team names, rankings, player rosters, and other relevant details. This feature allows users to stay updated on their favorite teams and players.

User Player Performance:- Users can view player performance data within the Cricplus system. They have access to detailed statistics and analysis of player performances, including runs scored, wickets taken, batting averages, bowling averages, and more. This feature allows users to track player progress and analyze their contributions to the team.

User Field Determination:- Users have access to field placement information within the Cricplus system. They can view fielding strategies and placements specified by administrators for cricket matches. Additionally, users can access visual representations of field layouts uploaded by admins, aiding in their understanding of strategic positioning during matches.

Player Comparison:- Both admins and users can compare the performance statistics of different players within the Cricplus system. They can select specific players and view their batting averages, bowling averages, strike rates, and other metrics side by side. This comparison feature helps analyze player performances and make informed assessments.

With the addition of "Player Comparison," both admins and users will have the capability to analyze and compare player statistics for better insights into player performance within the Cricplus platform.

Chapter 4

Requirements Analysis

The success of the CricPulse: The Ultimate Information Hub project hinges on its software requirements, which play a pivotal role in ensuring seamless functionality and a user-friendly experience. Let's delve into the software requirements for this visionary initiative based on the software stack. The project's software should be compatible with Windows and Windows 11 to ensure accessibility for a broad range of users. It's crucial to develop a platform that runs smoothly on these popular operating systems, accommodating both cricket enthusiasts and administrators. The web app's frontend should be designed using Python 3.1.2 and PyCharm IDE to create a modern, responsive, and interactive user interface. Python 3.1.2 offers a wide range of libraries and tools for web development, while PyCharm provides a comprehensive environment for writing, debugging, and managing code effectively. SQL is a domain-specific language designed for managing and manipulating relational databases, which are commonly used on the backend of web applications to store and retrieve data. The development ensures compatibility with MySQL for efficient database management, facilitating seamless data storage and retrieval. In the context of the CricPulse: The Ultimate Information Hub project, the software stack serves as the backbone for realizing the project's vision. Here's how these software requirements contribute to the project's success:

Compatibility: Ensuring compatibility with Windows and Windows 11 broadens the user base, enabling cricket enthusiasts and administrators to access the platform regardless of their operating system.

User-Friendly Frontend: Python 3.1.2 and PyCharm IDE contribute to an intuitive and visually appealing frontend. A clean and responsive design is essential for providing a positive user experience.

Development Efficiency: PyCharm IDE simplifies the development process, allowing the development team to write, debug, and manage code effectively, thereby improving overall development efficiency.

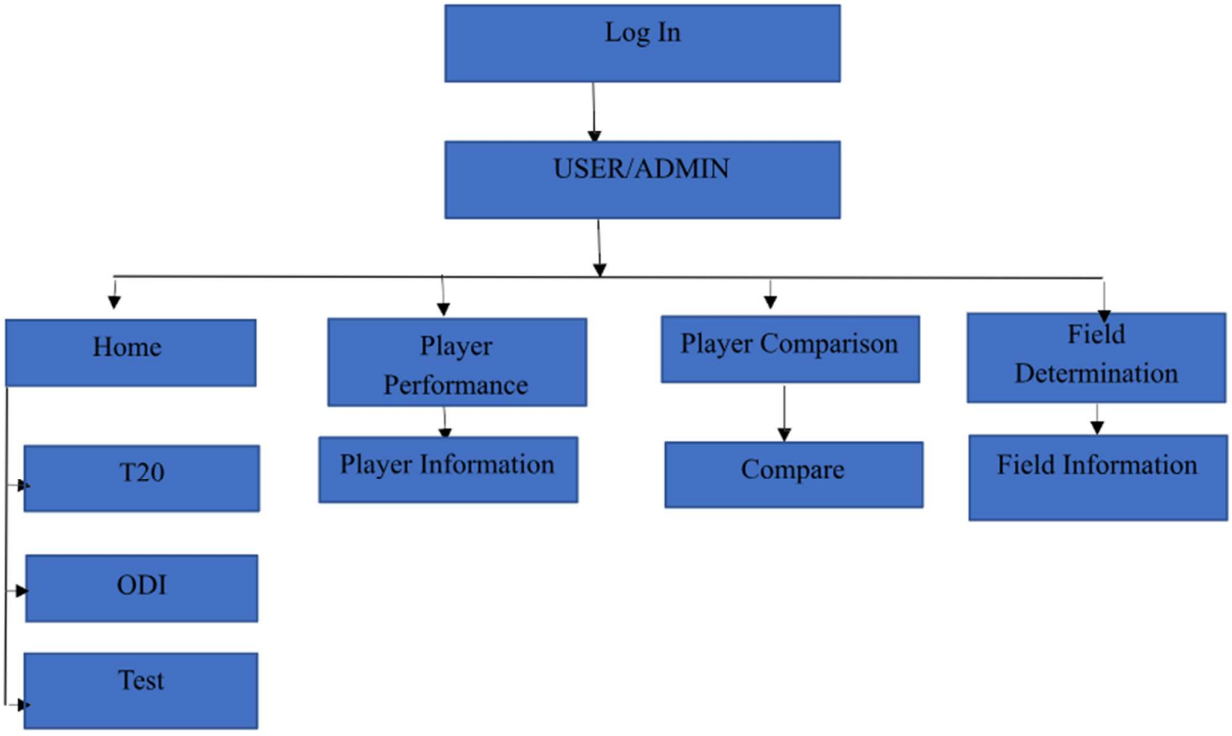
MySQL Backend: SQL and MySQL ensure efficient data storage and retrieval, facilitating seamless backend database management for the CricPulse platform.

Chapter 5

Project Design

5.1 System Architecture

Cricket information systems cater to the needs of cricket enthusiasts, analysts, and even teams by providing a centralized platform for accessing a wealth of cricket-related data. These systems typically encompass functionalities for managing player information, tracking performances, and offering analytical tools for strategic decision-making.



Fig(5.1.1) Project Design

Admin:

This section caters to user login and management, potentially offering different functionalities based on user type (e.g., regular user vs. administrator). Administrators might have access to managing system settings, user accounts, and potentially adding or editing data as shown in Fig(5.1.1)

Home:

This serves as the system's central hub, providing users with quick access to key functionalities and potentially showcasing live scores, upcoming matches, or other prominent cricket news as shown in Fig(5.1.1).

Player Information:

This section allows users to delve into detailed information about players, including their profiles, statistics across various formats (T20, ODI, Test), and potentially biographical data as shown in Fig(5.1.1).

Player Performance:

This section focuses on players' on-field performances, potentially offering visualizations or breakdowns of statistics (e.g., batting averages, bowling strike rates, fielding catches) as shown in Fig(5.1.1).

Player Comparison:

This functionality enables users to compare the performances of two or more players across different formats or timeframes. It allows for a more in-depth analysis of player strengths and weaknesses as shown in Fig(5.1.1).

Field Determination (Potential Functionalities):

The exact purpose of this section can vary depending on the system's design. Here are some possibilities:

Fielding Positions: This could provide information about typical fielding positions for different players based on their skillsets as shown in Fig(5.1.1).

Strategic Fielding: If the system offers more advanced features, this section could allow users or teams to simulate or analyze optimal fielding placements based on player capabilities and match situations as shown in Fig(5.1.1).

Test (Potential Functionalities):

The purpose of this section can also vary depending on the system.

Here are some possibilities:

Player Performance Evaluation: Some systems might use this section for a more advanced test that

evaluates players' potential performance based on historical data and current form.

User: This section likely refers to the login area for users and administrators of the system. There's no indication of the different functionalities for these two user types as shown in Fig(5.1.1).

Home: This suggests a homepage where users will find the main functionalities of the system.

Player: This section likely leads to functionalities related to cricket players as shown in Fig(5.1.1).

T20, ODI, Test: These buttons likely lead to specific information about players based on cricket formats - T20, ODI, and Test cricket matches as shown in Fig(5.1.1).

Player Information: This suggests users can access information about players here.

Player Performance: This suggests users can access information about players' performances here.

Player Comparison: This suggests a functionality where users can compare two or more players.

Field Determination: This section's purpose is not entirely clear from the image. It could be related to Field positions for players in a cricket match Selecting the best fielding positions for a team

Test: This section's purpose is not entirely clear from the image. It's likely related to A functionality to test the user's cricket knowledge

Overall, this appears to be a high-level overview of a system that provides cricket information on players, their performances, and potentially some analytical tools for cricket teams or enthusiasts as shown in Fig(5.1.1).

5.2 Implementation:

Admin Panel:

1. Home Page:

Admin can change the news related to cricket. Admin can manage the teams for each subcategory (Test, ODI, T20) by adding, deleting, or updating team information as you can see in Fig (5.2.1).

Fig (5.2.1) Admin Home page

2.Player Management Page:

Admin can add, delete, or update player information. Each player entry includes details such as name, statistics, and profile picture as you can Fig (5.2.2)

Fig (5.2.1) Admin Player Management page

3.Comparison Page:

Admin can compare two players by selecting them from a dropdown list. The comparison results are displayed, showcasing the performance metrics of each player side by side as shown in Fig (5.2.3).

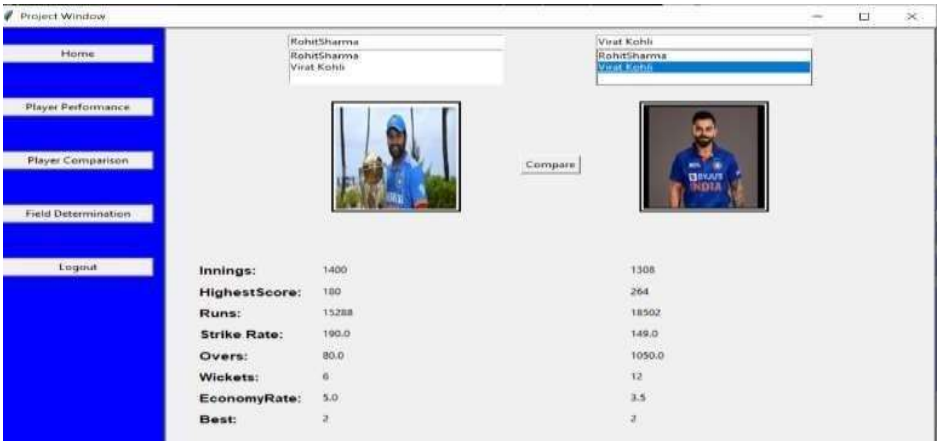


Fig (5.2.3) Admin

4. Field Determination Page:

Admin can add, delete, or update field information, including the field name, location, and an image of the field layout as shown in Fig (5.2.4)

Fig (5.2.4) Admin Field Determination

User Panel:

1. Home Page:

Users can view images related to cricket, including T20, ODI, and Test team rankings has shown in Fig (5.2.5)

Fig (5.2.5) User Home page

2. Player Report Page:

Users can view detailed player reports, including statistics and performance graphs as shown in Fig(5.2.6)

Fig (5.2.6) User Player Report page

3. Comparison Page:

Users can compare two players by selecting them from a dropdown list.The comparison results are displayed, showcasing the performance metrics of each player side by side as shown be Fig (5.2.7)

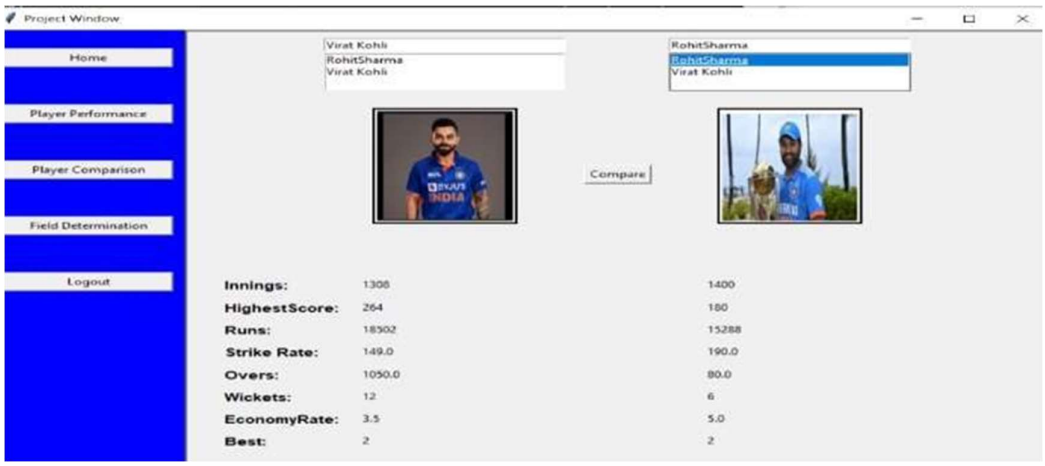


Fig (5.2.7) User Comparison page

4.Field Information Page:

Users can view field information, including the field name, location, and an image of the field layout as shown in Fig (5.2.8)

Fig (5.2.8) User Field Information page

By designing the GUI according to these specifications, both admins and normal users will have an intuitive and efficient experience interacting with the CrickPulse Ultimate Information Hub application

Chapter 6

Technical Specification

For the development of the CrickPulse project, Python serves as the primary language for both frontend and backend operations:

Tkinter (version 8.6.14): Tkinter is utilized as the GUI toolkit for Python.It facilitates the creation of the graphical user interface (GUI) for the CrickPulse project.Provides components such as buttons, labels, and entry fields for user interaction.Implements an event-driven programming model for creating responsive and interactive interfaces.

Python (version 3.12.2): Python serves as the primary language for both frontend and backend development.Handles backend logic, including user requests, data processing, and MySQL database interaction.Renowned for its versatility, readability, and suitability for complex backend systems.Ensures efficient operation and seamless functionality of the CrickPulse platform.

MySQL (version 8.1.0): MySQL is employed as the backend database management system.Stores crucial data such as team details, player statistics, and match information.Known for its reliability, scalability, and performance in managing data-intensive operations.Ensures seamless storage, retrieval, and manipulation of information within the CrickPulse project.

Chapter 7

Project Scheduling Template

Introducing the project scheduling table, it outlines the coordinated efforts of team members Rishi Bije, Yash Kamble, Dhanraj Bacche, and Shubham Devanpelli over a series of weeks. Each turn is allocated specific tasks, ranging from topic selection and paper prototyping to literature review and GUI design. This structured approach ensures systematic progress toward project milestones, culminating in presentations and the final integration of all modules.

Sr. No	Group Member	Time duration	Work to be done
1	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	2nd week of January	Topic selection.
		3rd week of January	Making paper proto-type for selected topic.
2	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	4th week of January	Discussed features of applications.
		1st week of February	Searched literature review paper.
3	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	2nd week of February	Study of the literature Paper.
		3rd week of February	Designing the Graphical User Interface (GUI)

4	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	4th week of February	Designing the Graphical User Interface (GUI)
5	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	1st week of March	Presentation I
6	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	2nd week of March	Database Design
7	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	3rd week of March	Database Connectivity of all modules
8	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	4th week of March	Integration of all modules and Report Writing
9	Rishi Bije Yash Kamble Dhanraj Bacche Shuban Devanpelli	1st week of April	Presentation II

Table(7.1) Project Scheduling

In the first row, the timeline is divided into weeks, starting from the second week of January and extending to the first week of April. Each row corresponds to a specific task or milestone within this timeline, with the responsible group members listed alongside as shown in Table(7.1).

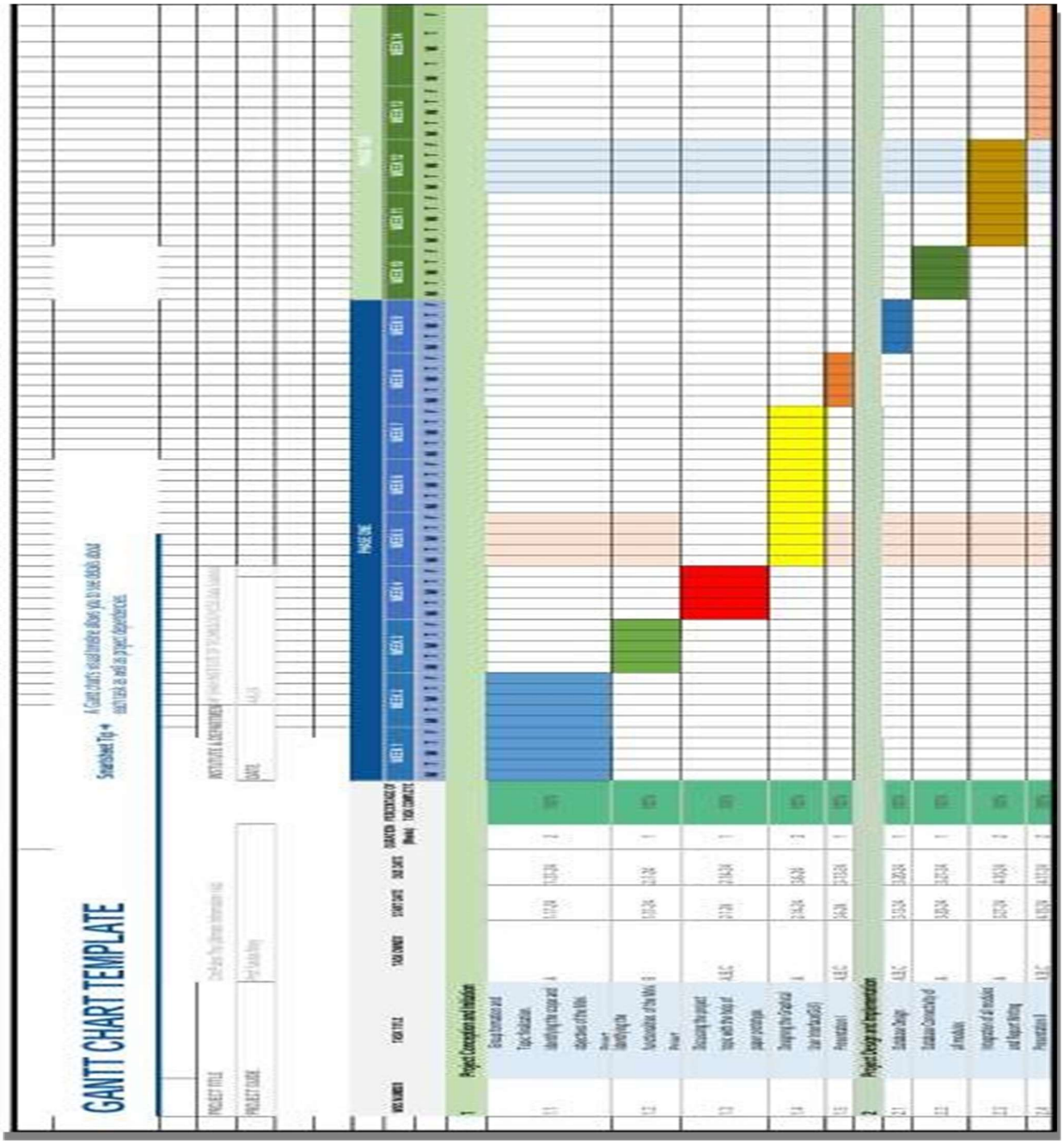
The tasks include:

1. Topic selection: In the third week of January, the group decides on the topic for their project.
2. Paper prototype: By the third week of January, the group creates a paper prototype for the selected topic, outlining the basic design and functionality.
3. Feature discussion: In the fourth week of January and the first week of February, the group discusses the features of the application they plan to develop.
4. Literature review: During the first and second weeks of February, the group conducts a literature review to gather relevant information and insights.
5. Study of literature paper: In the second week of February, the group studies the literature papers they've gathered to inform their project.
6. GUI Design: By the third and fourth weeks of February, the group designs the graphical user interface (GUI) for their application.
7. Presentation I: In the second week of March, the group makes their first presentation, presumably to showcase their progress and plans.
8. Database connectivity: During the third week of March, the group focuses on implementing database connectivity for all modules of their application.
9. Integration and report writing: By the fourth week of March, the group will integrate all modules of their application and begin writing their project report.
10. Presentation II: Finally, in the first week of April, the group delivers their second presentation, likely to present their completed project and findings.

Overall, the Table(7.1) provides a clear breakdown of tasks, timelines, and responsibilities for each stage of the project, guiding the group through the development process from inception to completion.

Gantt Chart

The CrickPulse project's progress, a team effort led by Rishi Bije, Shubham Devanpelli, Yash Kamble, and Dhanraj Bacche has yielded remarkable results. Below is a summary of completed tasks and their respective owners, each contributing their expertise to drive the project forward as shown in Fig(7.2)



Fig(7.2) Gantt Chart

Chapter 8
Result

The CrickPulse project aims to be a comprehensive solution tailored to the needs of cricket enthusiasts, providing a convenient hub for cricket-related information. It consists of two main components: firstly, an intuitive Tkinter-based interface allows for effortless data comparison, enabling users to explore various cricket metrics seamlessly. This interface offers a user-friendly experience, facilitating easy access to field placements, player performances, and other essential statistics. Additionally, the project features a straightforward interface developed with Tkinter, ensuring accessibility for users of all levels. With the support of smart algorithms and a robust database, CrickPulse empowers cricket fans to delve into the intricacies of the game, enhancing their enjoyment and understanding. Whether it's examining field strategies or tracking player performances, CrickPulse serves as an invaluable resource for cricket enthusiasts, enabling them to derive deeper insights and maximize their enjoyment of the sport.

Chapter 9

Conclusion

Hence, Development and Implementation of Python Based Application providing seamless user experience. Overall, Cricpulse is a valuable tool for cricket fans looking to stay informed and engaged with the sport. The app's features, user experience, and comprehensive coverage make it a top choice for cricket enthusiasts. Through great care development and implementation, Cricpulse delivers in-depth statistics, and player profiles, all within an intuitive and visually appealing interface.

Chapter 10

Future Scope

The future scope of the CrickPulse Ultimate Information Hub application could include several enhancements and additional features to further improve the user experience and provide more comprehensive insights into cricket data and analysis. Here are some potential future enhancements:

Live Match Updates:- Integrate real-time updates and notifications for ongoing cricket matches, including live scores, match events, and commentary. This feature would keep users informed about the latest match developments and enable them to follow matches in real-time.

Advanced Analytics Tools:- Expand the analytics capabilities of the application by incorporating more advanced statistical analysis techniques, predictive modeling, and machine learning algorithms. This could provide users with deeper insights into player and team performance, as well as predictive analysis for match outcomes.

Social Features:- Implement social sharing functionalities to allow users to share interesting insights, match analyses, and player comparisons with their social networks. This would encourage user engagement and facilitate discussions among cricket enthusiasts.

User Feedback Mechanisms:- Introduce mechanisms for collecting user feedback and suggestions for improving the application. This could include surveys, ratings, and comments sections, enabling users to provide input on features they would like to see added or enhanced.

Expanded Data Coverage:- Increase the coverage of cricket data within the application by including data from additional cricket leagues, tournaments, and formats. This would broaden the scope of the application and appeal to a wider audience of cricket fans.

Customizable Dashboards:- Allow users to customize their dashboard to display their preferred metrics, graphs, and insights. This would enable users to tailor the application to their specific interests and preferences.

Integration with Fantasy Cricket Platforms:- Partner with fantasy cricket platforms to integrate

player performance data and statistics into their fantasy cricket contests. This would enhance the fantasy cricket experience for users by providing them with real-time insights and analysis to inform their team selections.

Localized Content and Language Support:- Provide support for multiple languages and localized content to cater to cricket fans from diverse regions and language backgrounds. This would make the application more accessible and user-friendly for a global audience.

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