GLA UNIVERSITY ,MATHURA

TITLE: UNPLUG THE PLAYERS

Team Members :-

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Objective :- The main objective of the project is to create a web app game which allows to explore our knowledge in football. It will be like quiz-based game where game player will be awarded different points on his correct answer at different stage. The pre-objective is to gather the complete data and pre-process the data on which our web app will run.

In the Country like India, where people are highly interested in cricket. Only few of them interested in other sport like football. Indian people share a lot more knowledge about cricket players but are they equally know about football players ? taking this in mind in this project, the objective is to create a web app functioning as a prediction game in which the gamer has to pick the correct football player based on his different aspects which will be provided during game and they can explore their knowledge in football as well

This Project consists of an online game titled as Unplug the Players. In this game players are required to guess the name of the player on the basis of certain hints associated with that particular player and points are awarded for every correct guess.

It is a simple but really interesting game and also checks how much the gamer knows about the famous personality just by observing the hints and trying to recall the name of the player. This game is interesting and also able to engage the person for playing it more and more number of times.

TECHNOLOGIES USED:

1. HTML

 2. CSS

 3. JavaScript

4. Flask

 5. Python

 Python libraries to be used :-

i)   NumPy
ii)   ii) Pandas
iii)   iii) SciPy

6.Platform :- PyCharm