

GLA University, Mathura

Mini Project Synopsis

PROJECT:- UNPLUG THE PLAYERS

Team Members:-

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Overview:-

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.

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.

Methodology:-

- Data Collection.
- Developing function using python and JavaScript.
- Creating web pages.
- Connecting function to web page.
- Deploying the web app using flask.

Technologies to be Used:-

- 1. HTML
- 2. CSS
- 3. JavaScript
- 4. Flask
- 5. Python

Python libraries to be used:-

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

6.Platform:- PyCharm

Scope:-

This project can be transferred as a major project by including more features like general knowledge, field description, type of events, teams and many more and finally giving a complete virtual feel of football to the player which allows game player to play games in different domains and other sports.