

A photograph of cricket equipment including a helmet, gloves, a bat, and a ball on a grassy field, positioned on the left side of the slide. The background is dark blue with a green diagonal stripe and a 3D geometric pattern in the top right corner.

CRICKET TOURNAMENT MANAGEMENT SYSTEM (CTMS)

Presented by

Yashwant Krishna Pagoti (20CS30036)

Sarthak Nikumbh (20CS30035)

Anuj Kakde (20CS30005)

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Problem definition

Develop a simple Cricket Tournament Management System.

Features of the software to be implemented:

- Store and manage information related to entities such as teams, players and matches of various tournaments
- Compute various statistics and summaries of the entities
- Randomly generate the data and statistics of the entities
- Generate match schedule for the tournament in round-robin manner
- View the statistics of the entities of the selected tournament



Importance of the project

- 01 Calculation of various statistics of entities in matter of seconds rather than manual calculation
- 02 Prevents human errors in manual calculation of statistics while scoring a cricket match
- 03 Access various tournaments' details automatically by using individual match data.



Salient features of SRS

01 Random generation of entities' statistics

User can randomly generate realistic and logical statistics of entities of a tournament.

Statistics of player include name, age, team, role, runs scored, number of fours and sixes scored and strike rate; overs bowled, wickets taken and economy

Statistics of team include name, list of players, number of matches played, won and lost, matches history, highest run scorer and highest wicket taker

Statistics of match include the teams played, toss winner, first batting team and match winner




Salient features of SRS (continued)

02 View statistics of entities

View generated statistics of player, team and match details of a tournament.

Statistics of each entity are described in the former point




Reasons behind the chosen programming language

Java

is chosen as the programming language for the implementation of this project.






Reasons behind the chosen programming language (continued)

- 01 Platform independent
- 02 Object-oriented programming language
- 03 Runs in a virtual machine
- 04 Large number of development tools and IDEs



Demonstration of the project



Challenges faced while implementing the project

- 01 Integrating SQLite database in android application required a lot of learning
- 02 Storing data efficiently using SQLite database and shared preferences simultaneously
- 03 Implementation of all the features and testing the project in given time
- 04 Deep knowledge and research on the sport (cricket) was required to generate data that was logical and realistic



Improvements

- 01 Manual input of the user for every ball instead of random generation
- 02 User interface of the application can be improved, allowing user to press and hold a tournament to delete instead of a dedicated button in tournament's page
- 03 GUI of the application can be improved
- 04 Generate matches for playoffs, semifinals and finals to declare the winner of the tournament, runner up and second runner up

Glossary

OOP: Object Oriented Programming

IDE: Integrated Development Environment

UI: User Interface

GUI: Graphical User Interface



Thank you!