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

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!