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CRICKET SCORE CARD SYSTEM

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Abstract— *The project entitled "cricket score card system" which is utilized by the user with an update of the cricket even when the user is not watching the match. Each and every match details such as the description about the team and team members will be stored in the repository system in the form of database. That database could be utilized by the mislaid by the users. Each and every match can be updated lively using this software. As soon as someone checks the scoreboard, details of a particular player can be viewed by a single click on his name any news other than cricket will also be updated. This software is error free anyone can use this software. You can download this software by clicking on download below. So use this software and get more benefit from this.*

This project aims to make a cricket score board that will update the scores of a match along with commentary as it happens. Cricket being a special part of the lives of many people, there will be many takers for such a system and the ability to follow the match without seeing the video will make it interesting for many. A user who is unable to watch the event like someone who is busy with their work, can easily check the commentary on a regular basis to get updates on what is happening. The system will keep posting updated scores and the team line-up during the match. The admin will store upcoming match details and ensure that the team information posted the upcoming events; this will help the admin easily load information at the time of the match. This project will help the people who need to improve their performance of the event which will help to progress the betterment.

Keywords— *Cricket score, Team rules, Commentary*

I. INTRODUCTION

The project cricket scorecard developed in PHP is used to provide user with an update of the cricket even when the user is not watching the mach. The user can use this website anytime, anywhere to see the teams, matches, player's squad, runs scored by each player and can also view the reviews and commentary. This gives original experience of watching the match by the user.

Software or website developed must be built from user's point of view. It must be able to fulfil all the drawbacks that user's face in existing system. Our system fulfils and satisfies the user also it gives the experience of watching the match by adding the commentary in the website. The website is maintained by admin where he/she updates the score without any delay. Adding teams, matches, players and score of each player is the responsibilities of admin. User can just register with their basic details and login to the website to view the team details and scores of individual. The system overcomes all the drawbacks and maintains the website up to date.

II. EXISTING SYSTEM & PROPOSED SYSTEM

The existing system is used software saves all the team and team members games format system manually. Manage the activities like manual decision making, processing, announcement, scoring data and handling players & team information are very tough process. Moreover which will make lot of confusions and risks to make further process. This leads to wrong decision making in the event. The existing system is to manually alerts the system to customer and maintains the player details, and status are in records. It will be more difficult to maintain and gathering information about specific records. It will take more time.

As there is lot of data work involved, skilled staffs are used. So it becomes dependable for the management on these people. The reports are not verified to the highest extend to avoid any miscommunication and misfortune of the center.

The existing system of watching cricket is generally on the television. Most matches are not scheduled on holidays and this will allow people access to the match regardless of their location. Some sites do exist that display text commentary but they are very impersonal.

The proposed system "Cricket Score Card System" is utilized by the particular player, can be viewed by a single click on their name. Main objective of the project is to develop the software for the event requirement. In this project used to maintain the details in database so easily retrieve the details from the database. This system also having the details of player and match are maintained in the repository management system.

The reports are useful to maintain the match and run rate system and complete the work as simple and as quick. Report is generated and saved in non-editable format. The proposed system commentary will be available post the match as well for review.

Advantages of the Proposed System

- Easily maintain all the player details.
- Report generation is easier.
- Easy to maintain score details.
- Ensure user security.

Disadvantages of the existing system: -

1. Time consuming:

The manual processing is taking more time. It takes lots of time to record the process and transaction into a paper.

2. Security is not assured:

Security is not assured for the records of the organization. The need for computerizing arises in order assure the security of the records from fire or other destruction.

3. Space consuming:

A lot of space is required to maintain the record physically. To solve the problem they are going for computerization.

III.METHODOLOGY

The project entitled with "Cricket Score Card System" is divided into numerous modules. The detail description about the whole modules will be explained in below.

Fig 1 depicts the detail functionality of the Cricket Score Card System with the connection of the modules like Admin, User, Commentary and Review.

Admin

The admin will update details of upcoming cricket matches, create and block user accounts. The admin module is the major module as it is responsible for carrying out the major operations regarding site updates, score updates etc., It maintains information regarding other modules. The various software components in administrator module updates the information about match details, player details. Censoring of comments can be done during or after the match by the admin.

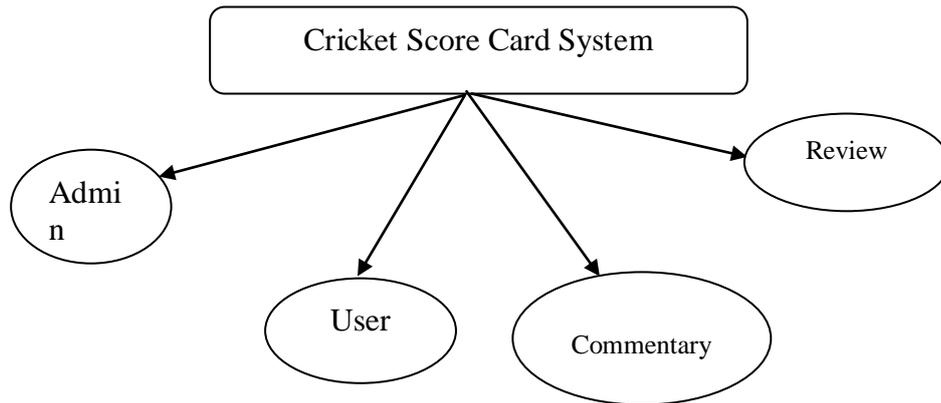


Fig 1 Cricket Score Card System

User

User Registration is the main module in this application. The new user has to do the registration process to access the application in online. The registration process includes username, password, address, phone etc. Once the registration process is completed successfully, then the user can login with the username and password and then search can be easily performed.

This module will allow access to all the consumption features of the system, such as listening to official or unofficial commentary, posting comments, viewing scores and cricket statistics.

Commentary

This module can be used by any user, admin update commentary to particular match for public use. The module will adjust a time itself accurately depending on the score commentary. Viewers of the commentary may experience a lag which will depend on internet speed for the user and for the commentator.

Review

In this review module, the user can give the review for the matches. Every user can give review of the match or players through web site.

Reports

The report is the final stage of the project. The report can be generated for user details, score details. The admin can view the report accordingly. Through this module the user of the project can view and make report of the entire cricket score card system.

IV.INPUT & OUTPUT DESIGN

Input design is the process of converting user-originated inputs to a computer-based format. Input design is one of the most expensive phases of the operation of computerized system and is often the major problem of a system. In the project cricket score card system, the input design is made in various web forms with various methods. For example, in the user creation form, the empty username and password is not allowed. The username if exists in the database, the input is considered to be invalid and is not accepted. Likewise, during the login process, the username is a must and must be available in the user list in the database. Then only login is allowed.

Output design generally refers to the results and information that are generated by the system for many end-users. Output is the main reason for developing the system and the basis on which they evaluate the usefulness of the application. In any system, the output design determines the input to be given to the application.

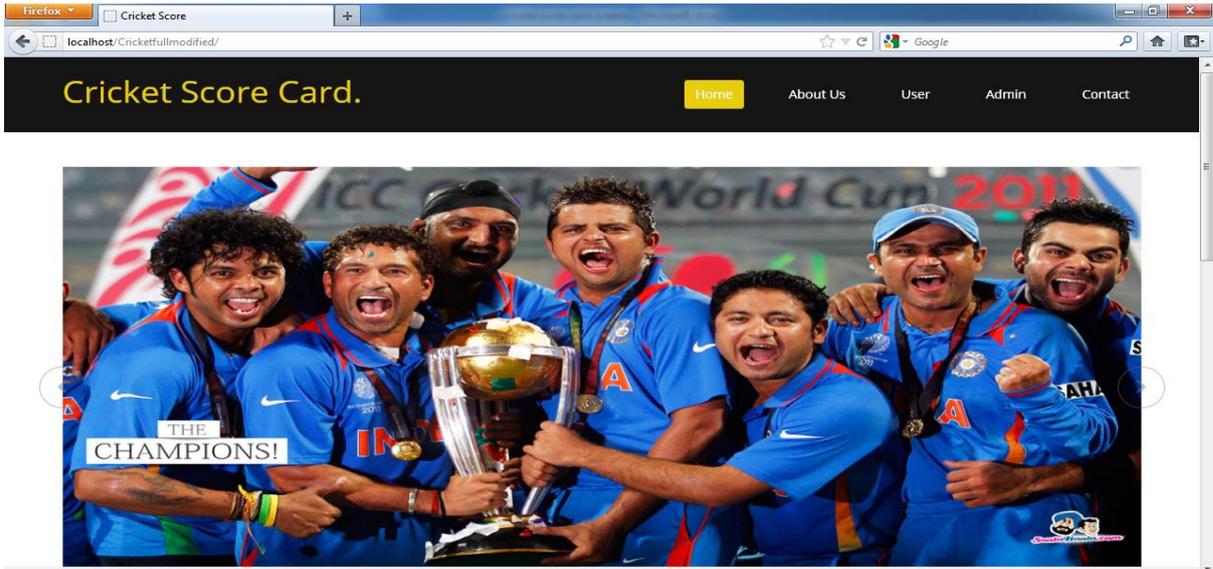


Fig 2. Main Page of Cricket Score Card System

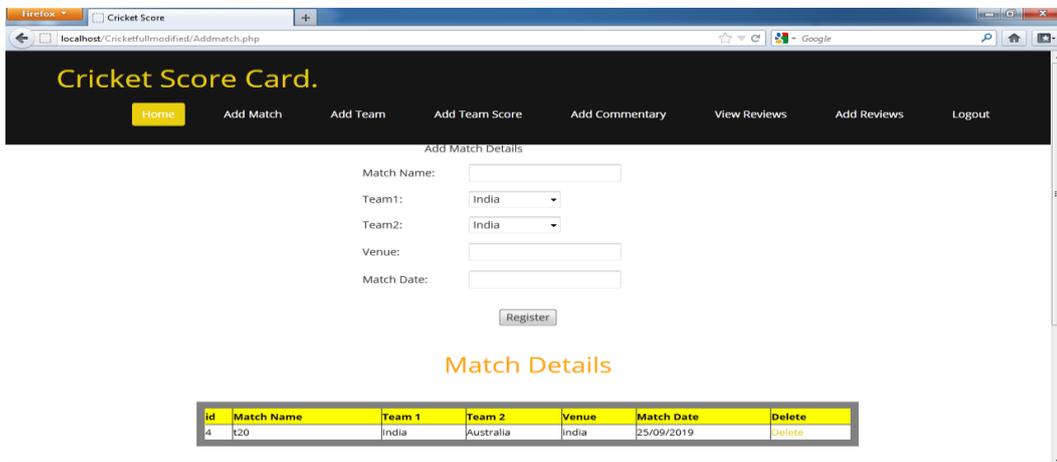


Fig 3 Team & Match Details

Fig 3 Depicts about the particulars of team and match details. Moreover the further details of upcoming events venue, date, time of the match and players.

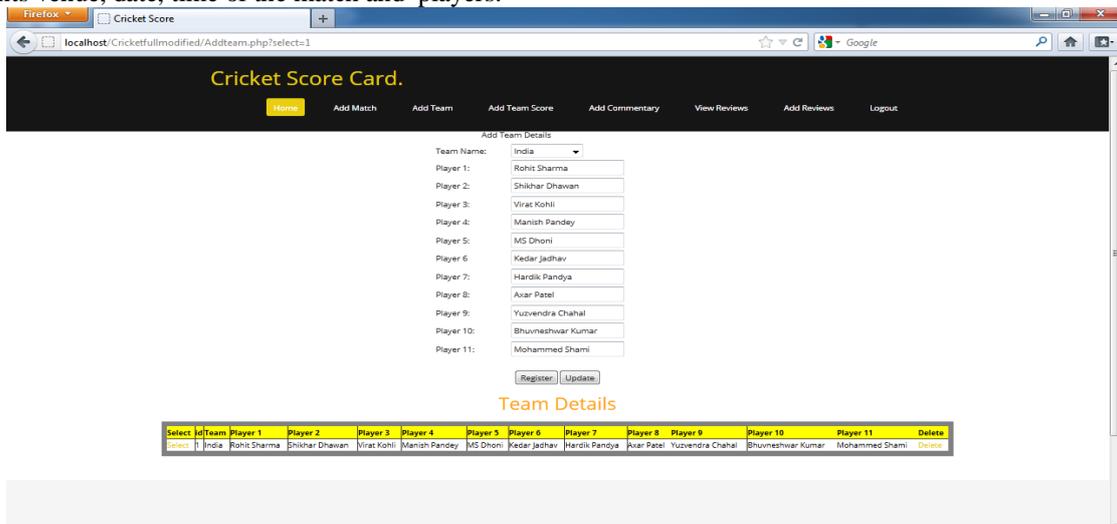


Fig 4 Players Details

Figure 4 explains about the details of players who are all participating the event. After getting the registration process by all kinds of players with the relevant details of the game.

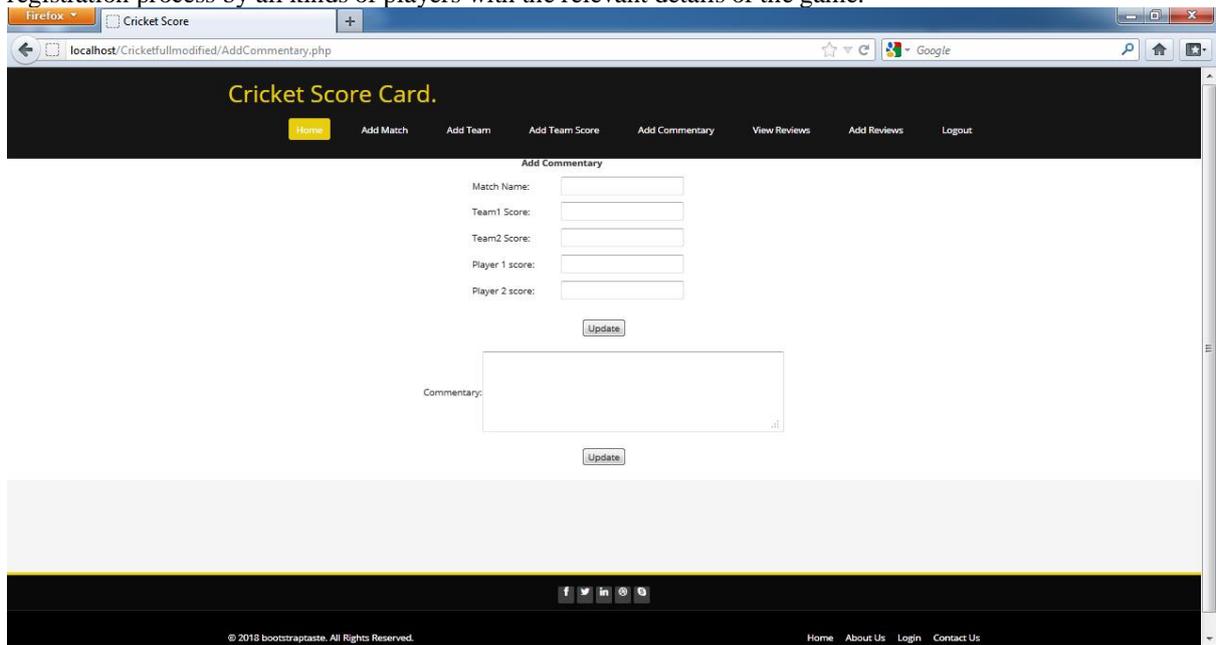


Fig.5 Commentary Details Form

Figure 5 depicts about the details of commentary details about the event. Using this form the event name can be enrolled. Moreover the teams and players current live score can be added.

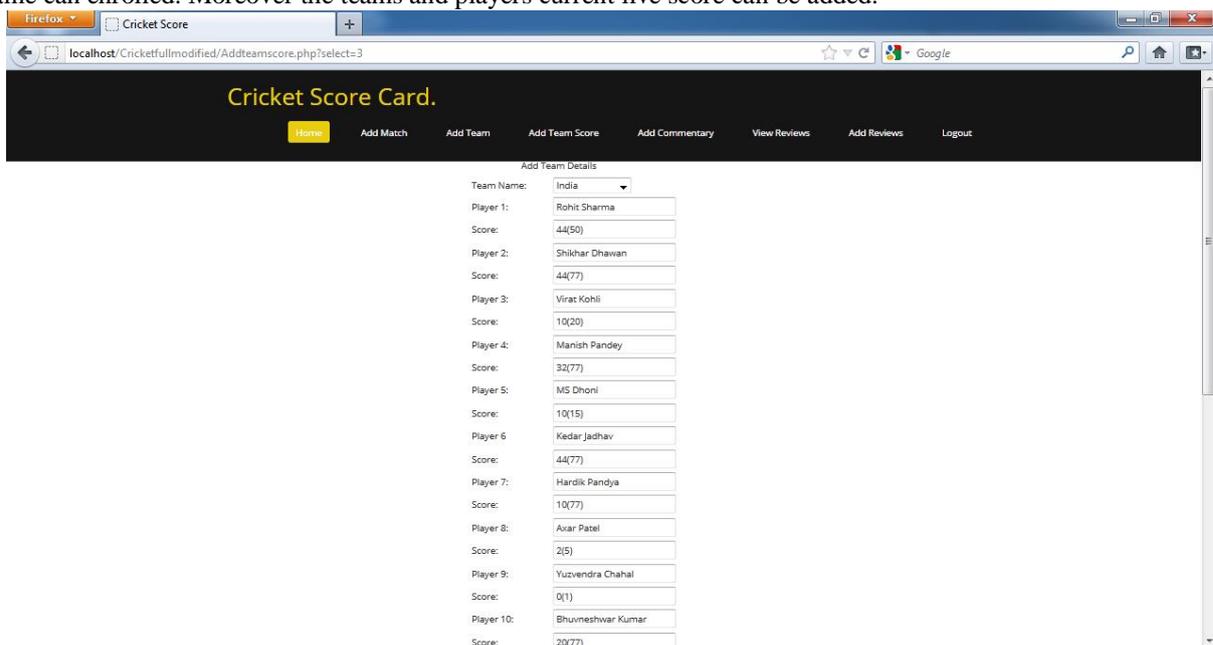


Fig 6 Whole Players Details

Figure 6 explains about the entire details of the players of the concern event.

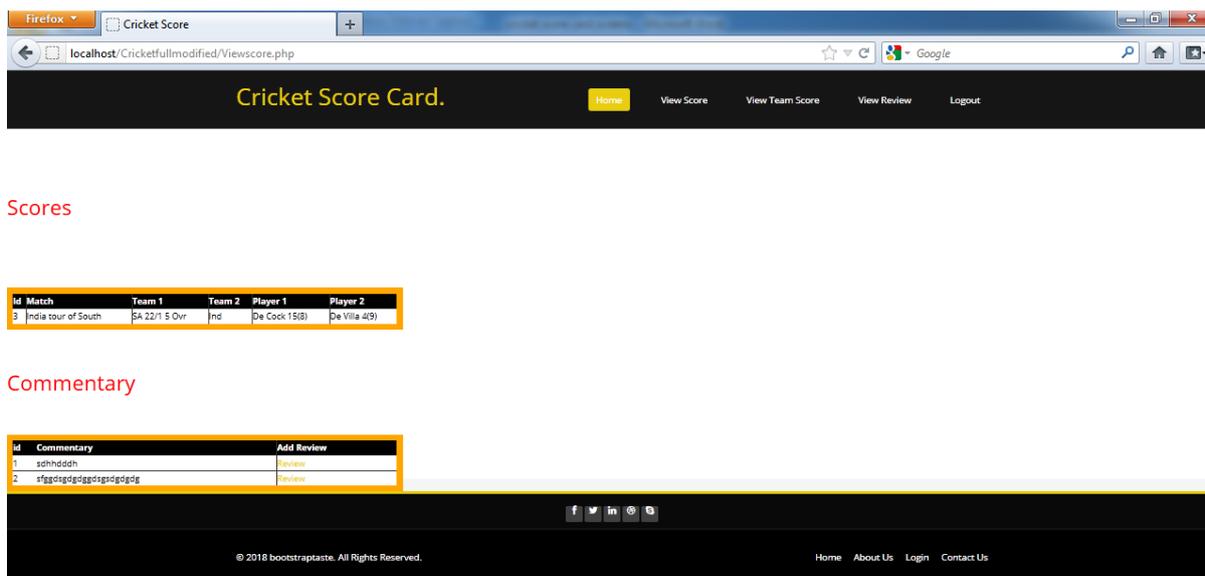


Fig 7 Report of Score and Commentary

In figure 7 Report of score and commentary explains about the overall reporting details of the event with the concern score and commentary.

V. CONCLUSION

It is concluded that the application works well and satisfy the end users. The application is tested very well and errors are properly debugged. The application is simultaneously accessed from more than one system. Simultaneous login from more than one place is tested. This system is user friendly so everyone can use easily. Proper documentation is provided. The end user can easily understand how the whole system is implemented by going through the documentation. The system is tested, implemented and the performance is found to be satisfactory. All necessary output is generated. Thus, the project is completed successfully. Further enhancements can be made to the application, so that the application functions very attractive and useful manner than the present one. The speed of the transactions become more enough now.

VI.SCOPE FOR FUTURE ENHANCEMENT

There is scope for future development of this project. The world of computer fields is not static; it is always subject to be dynamic. The technology which is famous today becomes outdated the very next day. To keep abstract of technical improvements, the system may be further refined. So, it is not concluded. Yet it will improve with further enhancements. Enhancements can be done in an efficient manner. We can even update the same with further modification establishment and can be integrated with minimal modification. Thus the project is flexible and can be enhanced at anytime with more advanced features.

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