# PROJECT REPORT
## for
# STOCHASTIC CRICKET

**Version 1.0**

**Team Members:**

· Brijesh Kumar Singhal (Team Leader) – 145280011

· Kingshuk Pailan – 145280031

· Sumedh Gadpale – 145280006

· Kaustav Pakira – 145280026

# Introduction

Here is a game which some say is dying or close to dying in its mother country England, in decline in the West Indies and unknown in most parts of the world.

But in India, cricket is "religion".

The country comes to a stop when a cricket match is being played - the roads are deserted, parties and weddings are postponed, operations in hospitals are rescheduled, parliament goes in for early closing.

# Objective

In our project, we have tried to emulate this phenomenon by creating an extensive version of the hand-cricket game children play by pointing fingers in a random fashion. In today's fast-paced world, people have few friends to play with. There's an online version of everything. So, in order to revive our childhood memories as well as stressing on the social phenomenon called computer, we integrated both of them together and came up with Stochastic Cricket.

Here we have made a single-player version where a player has the computer to play with as well one double-player version where the computer manages the scores and does the statistical management.

# Project Timeline

### Stage 1:
Tasks completed between 7th October,2014 and 19th October,2014.
- Software Requirement Specifications
- Project Report
- User Manual
- Basic program structure

**Stage 2:**

We had started off with the aim of achieving whatever we had suggested in the SRS. But due to some time constraint and owing to our limitations in abilities, we have not been able to complete all of the features.

Our project was a bit ambitious from the start but we decided to carry on anyways since we really loved the subject. Much later into the project we realized that a sub-set of our work was actually a project by itself.

Also, owing to time constraint due to our semesters, we could not integrate our code with graphics.

To sum up, our project has been more of a version0.5 than a version 1.0

The features we are yet to complete and introduce in the next upgraded version are:
- a toss before the match to allow the toss winner to decide on whether to bowl or bat first.
-ball by ball match commentary
-two player version
-menu upgradations

Overall, it was a fun ride working on an interesting topic like this.

# REFERENCES

- [www.cplusplus.com](www.cplusplus.com)
- stackoverflow.com
- class video lectures and PDFs