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## Cricket Augmented Reality Training Application (C.A.R.T.A.)

Cricket Augmented Reality Training Application (C.A.R.T.A.) is an augmented reality training-based application which can help its users to face and experience actual events happening in real time. C.A.R.T.A. in its early stages provides its services to the gentleman's game "Cricket" that too at the ground level.

When a batter and the bowler trains in the nets one-on-one they try to create scenarios such as field positioning, targets, situations etc. which will help them get ready for the tough times out there in the field and to build strategies. A lot of confusion happens during these training sessions where the bowler tells the batter about a field and the batter plays a shot according to it but cannot get a conclusion if they played according to the bowler's field or not, which causes a conflict and also a problem in the process. To ease these training situations C.A.R.T.A. will play a big role. C.A.R.T.A. will provide the bowler with the application on their phones where they can set the field and create the scenarios according to which they want to train and the batter will have the AR goggles which will show him the fields and situations put up against him/her by the bowler. At the same time the bowler will get their own bowling analysis on their phone live tracking of his/her performance. This will help both the sides in analyzing their performances during the training session.

C.A.R.T.A. will be using AI techniques like SLAM (Simultaneous Localization and Mapping), Computer Vision, Optical Projection Systems etc. for the above problem to be solved. The main aim of this paper is to make C.A.R.T.A. come to life and make the lives of the local professional cricketers easy.

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