

Enhanced Post-Game Stats Visualization

Overview:

After each game in College Football, players currently receive a basic summary of team and player stats. This proposal suggests an enhanced, interactive stats visualization screen that highlights team performance, standout players, and key moments using dynamic graphics, charts, and heat maps.

Value Statement:

Adding this feature will provide players with a deeper, more immersive understanding of their team's performance. It allows players to visually connect with data instead of reading through static tables. Whether you're a casual fan wanting highlights or a strategy-minded player reviewing tendencies, this feature gives players meaningful feedback that can impact how they play future games.

Solution:

The new post-game screen will feature multiple panels:

Team Comparison Dashboard: A side-by-side visual breakdown of both teams' offensive, defensive, and special teams stats using bar graphs and win probability charts.

Player Highlights: Dynamic cards that show top-performing players with animated stat popups (e.g., "150 rushing yards – Career High").

Heat Maps: Field-based graphics showing where plays were most effective (e.g., passing zones, rushing lanes, defensive stops).

Drive Tracker: A timeline showing each possession's result (TD, FG, TO), complete with miniature play visuals and momentum shifts.

Navigation will be simple, using the D-pad or analog stick to cycle between screens. All data is pulled directly from in-game telemetry already tracked, so the visualizations build on existing systems.

Evaluation Statement:

This feature adds post-game depth without altering core gameplay. It appeals to both casual players (who want highlight-style summaries) and hardcore players (who study stats to improve). Since the data already exists in the game engine, this proposal mainly requires UI/UX design and animation support—not major backend development. An optional toggle in the settings allows players to choose between "Simple Summary" and "Full Breakdown" modes, ensuring accessibility for all users.