

FIFA 23 – Training an Player During an Injury

Training our player during an injury is logically flawed, as an injured player doesn't actually participate in training sessions.



The selection of training exercises is completely flexible - the only precaution added in this case is the prevention of loading previous training sessions (each time, the types of training need to be manually chosen). Of course, we are already able to simulate or personally conduct the training unit itself.



ERIK TEN HAG

KONTUZJOWANY

GOTOWY DO GRY ZA 53 DNI

ADAMSKI

OŚWIADCZENIE: 40

5 129 765 €

DRYBLING PRZEZ LABIRYNT			WYCZEKANE LOBY PROST.			GRY OFENSYWNE - NOWICJUSZ		
OSOBOWOŚĆ	INDYWIDUALISTA		OSOBOWOŚĆ	DUSZA ZESPOŁU		OSOBOWOŚĆ	INDYWIDUALISTA	
TRUDNOŚĆ	TRUDNE	OCENA MENEDŻERA: +3	TRUDNOŚĆ	TRUDNE	OCENA MENEDŻERA: +3	TRUDNOŚĆ	TRUDNE	OCENA MENEDŻERA: +3
SUMA PD	45	+1050 XP	SUMA PD	35	+975 XP	SUMA PD	45	+600 XP
WZM. DZIAŁANIA			WZM. DZIAŁANIA			WZM. DZIAŁANIA		
✓ Osiągnięta ocena	45	+1050 XP	✓ Osiągnięta ocena	35	+975 XP	✓ Osiągnięta ocena	45	+600 XP
● Premia za próbę		0 XP	● Premia za próbę		0 XP	● Premia za próbę		0 XP

DALEJ

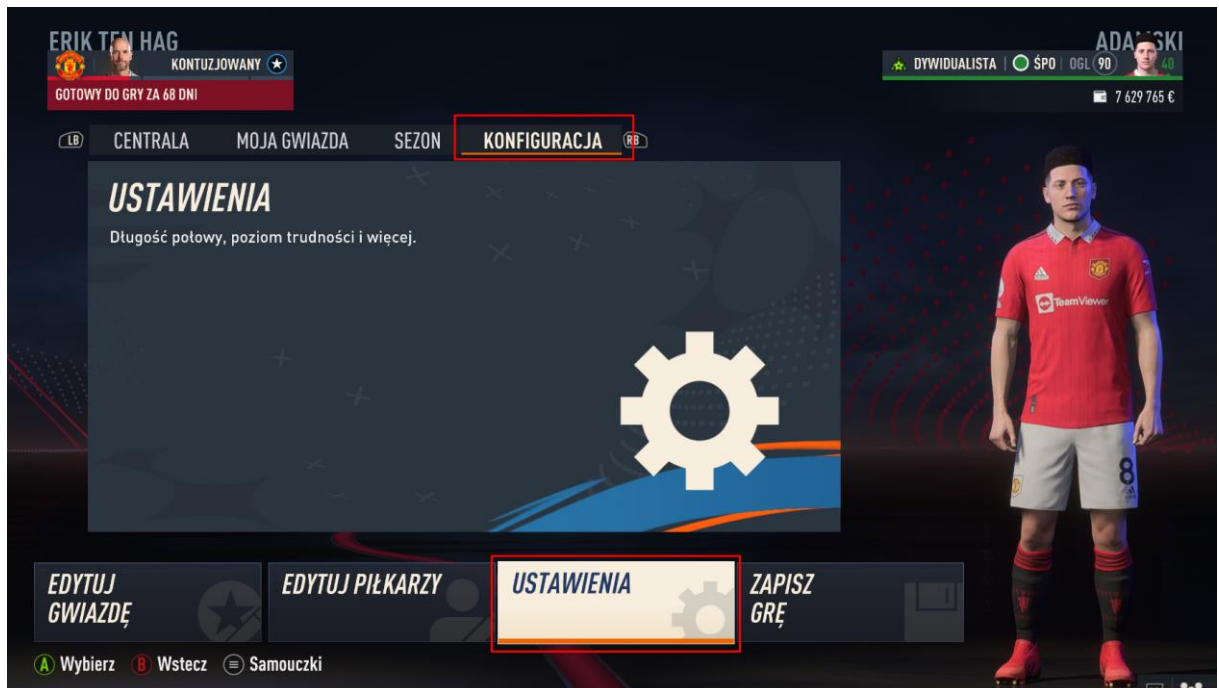
A Wybierz **B** Wstecz **C** Plany treningowe

In the attached screenshots above, it can be noticed that access to conducting training sessions during a player's injury hasn't been correctly blocked.

Thanks to the training sessions, we have the opportunity to earn points that allow us to increase the player's level, and additionally, these points enhance the player's value in the transfer market.

Steps to Reproduce the Error:

1. Start the player career mode (player selection doesn't have an impact).
2. Go to game settings - 'Configuration' tab, 'Settings' tile:



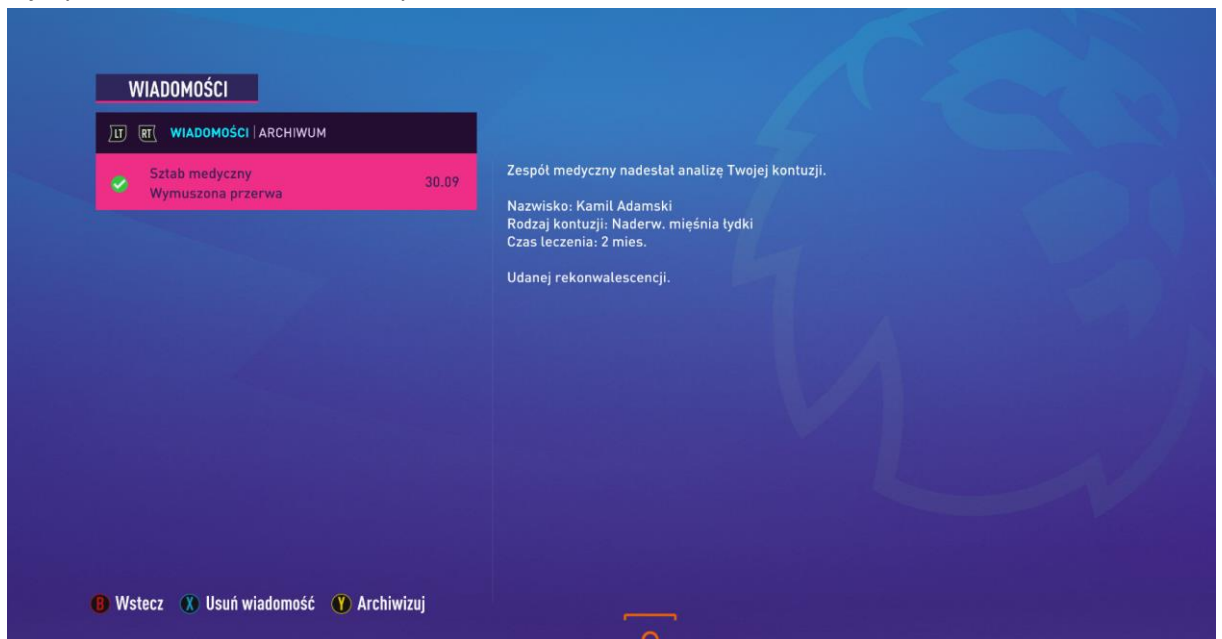
3. Increase the frequency and severity of user injuries to 100% - 'Gameplay Configuration - User' tab:



4. Play a match by selecting the option to play only as our player:

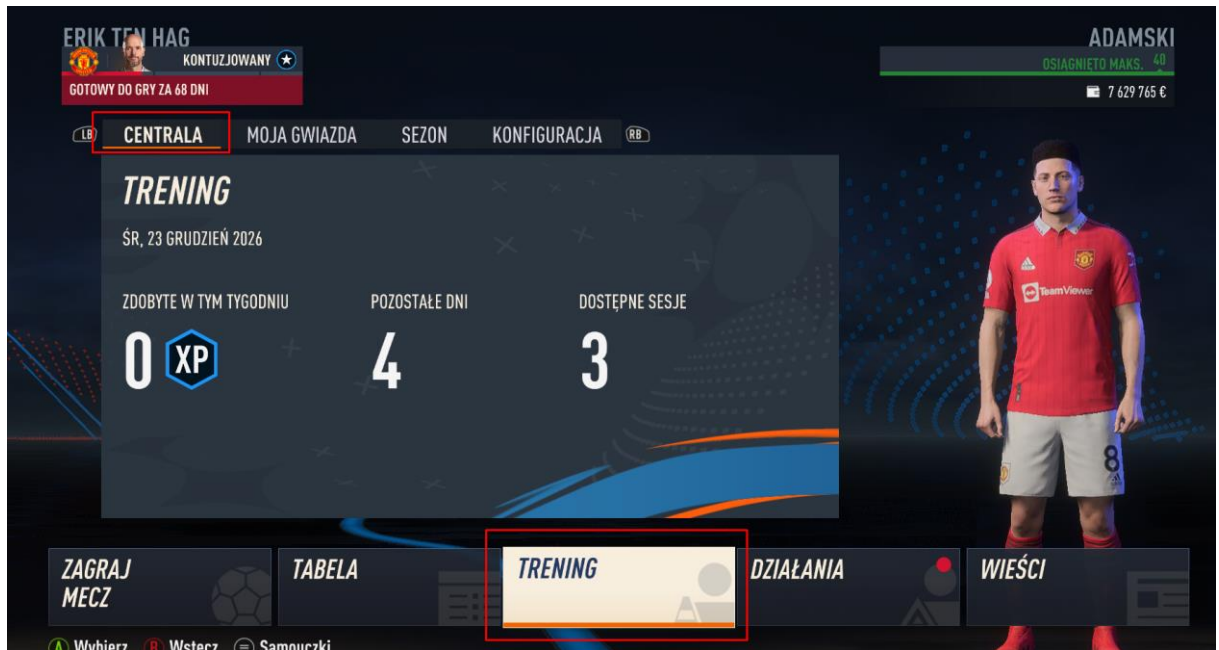


5. Attempt to cause an injury to the player. To do this, simply sprint around the field without the ball (due to the frequency and severity of user injuries set to 100%, this should take only a few seconds).
6. When our player gets injured, they will be taken off the field to the bench - in this situation, you should simulate the rest of the match.
7. Next, in our inbox, we will receive a message from the medical staff with details about our injury and the estimated recovery time:



8. Then, simulate the schedule until the next training session becomes available (1 training session can take place once every 7 days).

9. Once the training session becomes available, we initiate it:



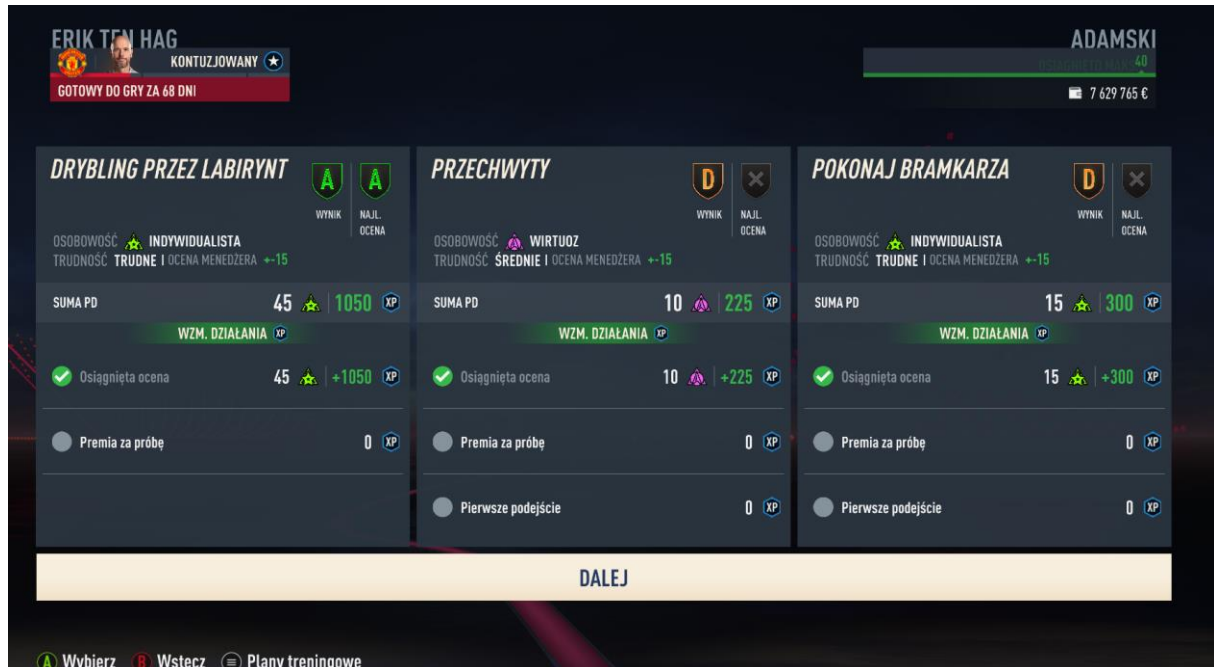
10. Then, manually select any types of training:



11. Simulate or personally play the selected training exercises.

Actual Result:

At the latest published version of the game, there is currently the possibility to train an injured player, which is, of course, an error, as an injured player is not able to train. The training feature in the described situation has been improperly guarded, allowing the user to access and perform training sessions.



Expected Result:

In the described situation, when our player is injured, I believe the training module should be completely blocked for the user. Upon attempting to access the module, the player should receive a message such as 'Due to the player's injury, training is temporarily unavailable. Return to training once you've recovered.' Additionally, the module itself should not initiate, as I mentioned.

Risk Assessment of the Error:

The risk in the reported case is low. This is because the situation does not trigger any critical errors in the application; it is merely a logical flaw.

Application Version:

Version 17 with the patch from 2023-08-15.