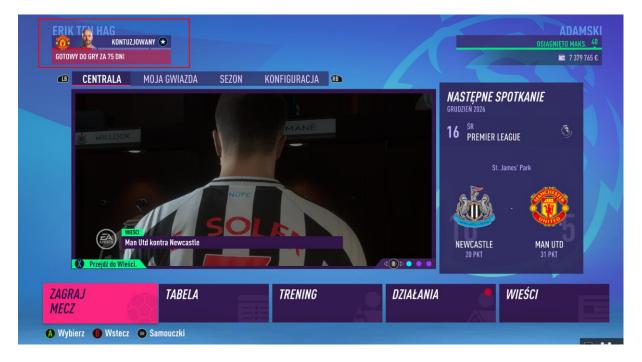
# FIFA 23 - Coach's Satisfaction During a Player's Injury

The coach's satisfaction level in the player career mode has a significant error when it comes to our player's injury.

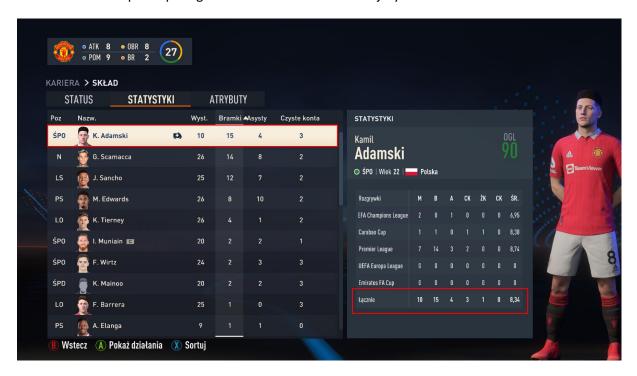


In the screenshot provided above, we can observe that coach Erik Ten Hag's satisfaction level is nearly at 95%, which is due to our player's excellent form and participation in all training sessions.



Unfortunately, in the case of our player's extended absence from matches due to a serious injury (resulting in several months of inactivity), the coach's satisfaction level drops significantly, and as a result, we receive a message from the manager about placing the player on the transfer list. This situation is completely nonsensical, as just a few weeks earlier, the club invested nearly 200 million

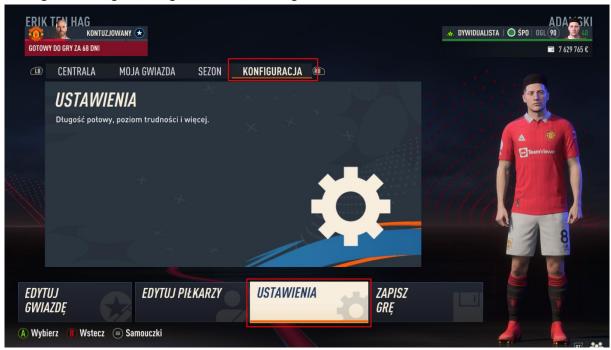
Euros in my player, and now they want to get rid of me due to a drop in form – of course, this drop in form is due to not participating in matches because of the injury.



The lack of sense in the decision to put my player on the transfer list is highlighted by the fact that in 10 matches, my player scored 15 goals and provided 3 assists, which is a phenomenal achievement, earning him an average match rating of 8.34.

## **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:



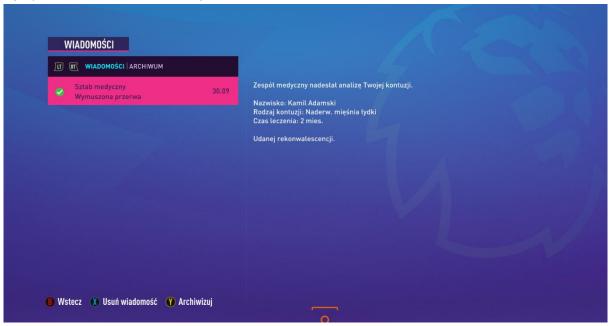
3. Increase the frequency and severity of user injuries to 100% - 'Gameplay Configuration - User' tab:



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



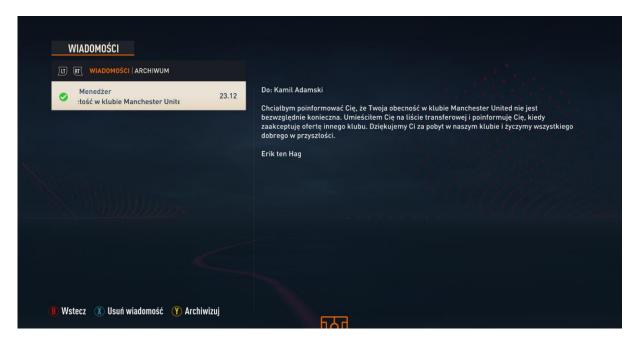
- 5. Attempt to cause an injury to the player. To do this, simply sprint around the field without the ball (due to the frequency and severity of user injuries set to 100%, this should take only a few seconds).
- 6. When our player gets injured, they will be taken off the field to the bench in this situation, 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. Simulate time until the injury is healed - depending on the length of the injury, the coach's message will be sent after the coach's satisfaction drops to the first portion of the satisfaction bar.

#### **Actual Result:**

As I described, in the case of more serious injuries and consequently longer absences, the coach's satisfaction drops almost to zero, which results in putting our player on the transfer list regardless of the player's actual form from the season. Of course, this situation lacks logic, especially when the contract with the club could have been signed even a few weeks earlier.



### **Expected Result:**

In the case of a player's injury, the coach's satisfaction bar should, in my opinion, be temporarily locked to prevent the situation I described, where the coach wants to get rid of the temporarily absent best player due to an injury.

Upon returning from the injury, the trust level should, in my view, be set at 50%. This way, the player won't immediately return to the starting lineup upon recovery but won't be entirely disregarded by the club either.

#### **Risk Assessment of the Error:**

The risk of the error is low, but due to its impact, it creates a completely illogical situation where the coach even wants to get rid of the club's best player.

### **Application Version:**

Wersja 17 z patchem z dnia 2023-08-15.