Title: *Dynamic Crowd Momentum System*

Overview:
The *Dynamic Crowd Momentum System* introduces a new layer of immersion and gameplay strategy to EA Sports College Football by tying in-game performance and stadium crowd behavior. This system simulates real-time crowd reactions based on the team's momentum, affecting both the atmosphere and player performance on the field.

Value Statement:
College football is defined not just by gameplay, but by the electrifying energy of its crowds and the emotional momentum swings that define great matchups. Integrating a *Dynamic Crowd Momentum System* heightens immersion and adds a strategic layer to gameplay. It emphasizes the emotional highs and lows of a college football game, encouraging players to manage momentum actively. This feature enhances realism and creates a tangible link between fans' reactions and on-field execution—bringing players closer to the authentic college football experience.

Solution:
This feature builds on the existing crowd animation and audio systems already in the game. A new *Momentum Meter* UI element appears subtly at the top of the screen, filling dynamically based on performance indicators: big plays, turnovers, third-down stops, scoring drives, or long drives that wear down the defense.

When a home team builds momentum, the crowd animation intensifies: fans wave towels, stomp, and become deafening—especially during critical third-down plays. This impacts the opposing team: audibles may be delayed, snap counts may be missed, and receiver routes could mistime slightly under pressure.

Conversely, when momentum swings against the home team, crowd energy dampens—animations slow, fan audio softens, and overall intensity decreases. This psychological layer can also be adapted to Dynasty and Road to Glory modes, where school-specific fan bases and stadium capacities affect how easily momentum can build or collapse.

Evaluation Statement:
The *Dynamic Crowd Momentum System* offers significant upside by increasing the emotional engagement and tactical depth of each game. Risks include the potential to unbalance

gameplay if momentum bonuses are too influential. However, by tying effects strictly to manageable aspects (like delayed audibles or slight timing shifts), the system avoids overpowering the core mechanics.

Accessibility options, such as adjusting crowd intensity or disabling gameplay impact, will ensure this system is inclusive for all players. Overall, this feature enhances realism and rewards strategic momentum control, enriching both gameplay and presentation.