Iterations of College Football already include a variety of minigames that help the player hone their skills and earn experience points. Adding a mini-game that focuses on maintaining a football drive for as long as possible will help drive engagement among players and increase skill levels.

Adding such a minigame will teach newer players the basics of receiving in College Football while also ensuring they pay attention to opposing NPCs on the field, provide an interesting challenge for veterans that wish to test themselves, and a potentially interesting angle for competition between human players. By completing these minigames, players will also earn experience points that help them improve their player ratings throughout their college careers.

The player starts with a quarterback with the football on one end of a football field, along with various NP allies, with a group of opposing NPCs playing defenders. Before the minigame begins, a text box with instructions appears on the screen, displaying the instructions. Another screen will show the mechanics for various actions for the offense, such as passes, rushes, handoffs, play actions, and screen passes. The player must attempt to go for a drive as long as possible, passing the ball between the quarterback and other playable units starting from deep within the player’s, without losing the ball to the opposition. The final score calculated will be based on various factors, such as how far the player has gotten (in terms of yards), how many passes the player has completed, how many opponents the player has successfully evaded, e.t.c. The player will have the option to save these scores to show and compare with others.

Adding this minigame will help players work on their offensive skills, as well as test their ability to pay attention in high-pressure situations. The addition of a color-blind mode (enabled in the main menu) will ensure the mode is as accessible as possible. No new mechanics or functionality will be required for this minigame.