**Feature Proposal**

300-400 words only.

**Title:** Dynamic Social Media Influence & Weather-Based Events in College Football

**Overview:**  
This proposal introduces two new features to enhance gameplay in EA Sports College Football: Dynamic Social Media Influence and Weather-Based Events. The social media feature allows players to manage their athlete’s online presence, influencing their career, relationships, and reputation through content creation and follower growth. The weather-based feature adds dynamic environmental conditions that affect gameplay, such as storms, extreme heat, and field conditions, making each game unpredictable.

**Value Statement:**  
These features bring realism and variety to the game. Dynamic Social Media Influence introduces the modern-day impact of social media on athletes, allowing players to balance their performance and online image. In other words, it allows Sims to have a virtual social media presence in the game to create content, gain followers, and possibly earn money. Their online presence could affect their real-life career, social relationships, and overall reputation. This is already demonstrated in another game Watchdogs 2 created by Ubisoft or Borderlands 3 by 2K where it uses social media likes and followers with multiplayer peers. This addition to social media can open up career progression, as social media fame can lead to sponsorships and endorsements. Weather-based events add unpredictability to each game, forcing players to adapt to changing conditions, such as extreme weather affecting player stamina or game delays due to storms.

**Solution:**  
The Dynamic Social Media Influence feature integrates with the existing career mode. Players will post content, interact with fans, and gain followers, which could affect their reputation and relationships. Positive engagement can lead to sponsorships and fan support while neglecting personal relationships or focusing too much on social media could harm their career. Weather-based events will impact gameplay by introducing random weather patterns that affect player performance. For example, rain could make the field slippery, while extreme heat could cause fatigue or require more substitutions. These elements would create a more immersive challenge for players.

**Evaluation Statement:**  
Including these features would enhance the overall experience, making it more immersive and engaging. Social media adds strategy mechanics and weather events bring unpredictability to each game. However, some players might find the social media mechanic distracting, while weather conditions could disrupt gameplay. Balancing both features will require careful implementation, ensuring they enhance their main experiences without distracting players. Also, these features would require extra development time and resources to integrate properly.

**References**

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