GameManager

currentMomentum: int

current Game State

homeTeam: Team

awayTeam: Team

stadium: Stadium

updateMomentum()

applyCrowdEffects()

getMomentumLevel()

CrowdManager

crowdVolume: float

momentumLevel: int

rivalryModifier: float

excitementFactor: float

calculateVolume()

updateCrowdState()

getCrowdIntensity()

PlayerEffectController

qbReadDelay: float

routeConfusionChance: int

penaltyChance: float

applyCrowdPenalties()

clearEffects()

simulateCrowdImpact()

Stadium

name: string

base Noise Level

maxCapacity

homeFieldBonus

getNoiseMultiplier()

Team

name: string

fanBaseSize: int

teamPrestige: int

getFanSupportLevel()

getTeamStats()