Term Project Proposal

15-112 Spring 2017

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Section F

Main Competitors in Football Video Games

1. FIFA 17

Summary 🡪 FIFA 17 is a football game developed by Electronic Arts (EA) which comes with 3 main modes that the user can play on.

The first mode is the *player mode* where the user takes on the role of a Virtual Pro who will sign for a football club of the user’s choosing. Throughout the entire mode the user will control only this one player for all matches that the club plays and will have to develop the virtual pro he controls to a world class player.

The second mode is the *career mode*, where the user takes on the role of a manager of a football club. In this role, the user gets to decide, formations, starting line-ups, transfers, transfer budgets, dealing with the board of directors and various other facets which encompass the role of a manager in the modern game and controls all the players on the pitch during a football match.

The third and newest addition to FIFA 17 is the mode called *My Journey* where the user takes on the role of a rising premier league star – Alex Hunter who tries to make a mark both on and off the pitch[[1]](#endnote-1). This mode deals with real life experiences of how a player would feel if he was benched, or there is a managerial change at the club, etc.

**Compelling Features of FIFA 17**

* Every player of every club in the career mode for FIFA 17 has player statistics like Pace, Physical Strength, Passing Shooting, Defending etc. I would hopefully like to include a roster of opposing players to choose from for different training levels and include some basic player statistics for those players which will correspond to the difficulty level of the game[[2]](#endnote-2).
* FIFA 17 in all its modes, involves real managers and real players that the user will play against. Therefore, in my term project, rather than using random players with random player statistics, I would like to use real time players and possibly apply their real time statistics to my term project, where the real time players faced by the user will be more highly ranked as levels progress in the game.

**Anti Features of FIFA 17**

* One of the features of FIFA 17, which I do not like is the training simulation. While FIFA 17 does have a feature called skill games, which involves training skills of individual players through a variety of exercises and games, real life training sessions for football predominantly involve groups of players. Therefore, this aspect of training in FIFA will be changed in my term project where each level of the game will at the minimum have 3 players and the user controls how he wants the pass the ball between players in order to try and score a goal

1. Football Manager 2017

Summary 🡪 Football Manager 2017 is a football management simulation game developed by Sports Interactive. This game allows the user to take on the role of a manager of a football club and attempts to simulate the roles and responsibilities of a manager of a football club as realistically as possible. The game can be played on two similar yet differentiated modes

The first mode is the regular mode where the user chooses a club in any league from around the world to become the manager of. This mode involves all facets of a team manager’s life such as transfers, board meetings, tactics, line ups, pre and post match media conferences and so on.

The second mode is similar to the regular mode in that almost all facts of a team manager’s life are incorporated in the mode except for that fact that the user is an unknown manager looking for a job and tries to move up the managerial career path, similar to the “My journey” mode in FIFA 17[[3]](#endnote-3).

**Compelling Features of Football Manager 2017**

* In the “journey” mode of Football Manager 2017, as the user tries to climb up the managerial career and aim to manage bigger and bigger clubs around the world, the user’s rating / brand value as a manager increases as more clubs demand his service. This feature is really interesting as it provides an impetus to the user to try and get the best results from the teams he manages as well as realistically simulates club interests in managers who are more successful.
* Another compelling feature that is in Football Manager 2017 but not in FIFA 17 is the fact that pre match pep talks and half time talks can be given to your team based on their performance in the first half of the match or the momentum of your team going into the game. This not only simulates a vital role of a real team manager, but in terms of gameplay also attaches certain kinds of characteristics to the manager or user based on their team talks. For example, angry and assertive team talks is associated with being a more outgoing and passionate manager[[4]](#endnote-4).

**Anti Features of Football Manager 2017**

* One of the features of Football Manager 2017 that restricts user experience is the fact that the entire match between your team and the opposing team is simulated. Even though there are options for you as a manager to shout out instructions or change tactics in the middle of the game, the inability of the user to control the players might come at a disadvantage, as some users might be disgruntled at the fact that they would have to stare at a simulated match for up to 15 minutes with minimal user input.

Although it realistically shows the limitations of what the manager can do from the side-line of the match, I still feel that it is a limiting factor.

1. https://www.easports.com/fifa/the-journey [↑](#endnote-ref-1)
2. https://www.fifaindex.com/ [↑](#endnote-ref-2)
3. http://www.footballmanager.com/games/football-manager-2017 [↑](#endnote-ref-3)
4. https://en.wikipedia.org/wiki/Football\_Manager [↑](#endnote-ref-4)