

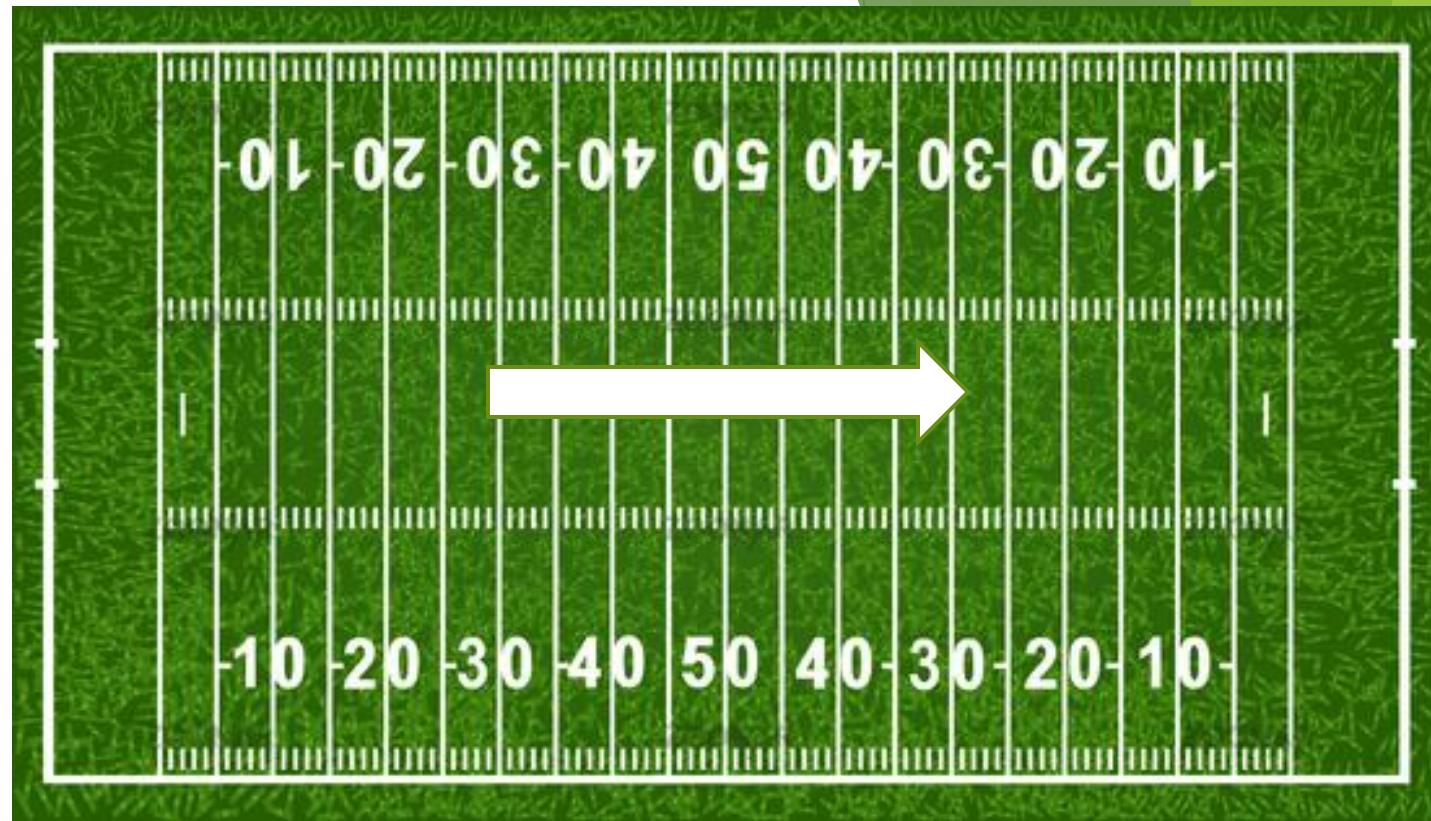
Coming soon to consoles  
near you...

# Football Coach '19

Ben Bartel

# Rules of the Game

- 2 teams: one Player, one Computer
- Objective:
  - Advance down the field into the endzone, scoring a touchdown
- User chooses score they want to play to
- Possession Starts with User at a randomly selected field position
- User calls plays
  - Run
  - Pass
- Outcome is randomly generated using probabilities based on play results from the 2018 NFL season
- Possession lasts 4 downs (plays), unless 10+ yards are gained, or a touchdown is scored



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# Demonstration

# Project Development

## Challenges

- ▶ Getting started
- ▶ Using the right access modifiers
- ▶ Needing to parse char into an int
  - ▶ Not parsing stores ASCII value
- ▶ Outsourcing code to methods
  - ▶ Deciding what's worth putting in method, what isn't

## Wins

- ▶ Successfully met my design goals
- ▶ Provides basic stats tracking over course of game
- ▶ Probability works about as expected, can be a bit generous at times

# Next Steps / Improvements

- ▶ Keeping Scoreboard from flickering
- ▶ Implement Special Teams and Defense
- ▶ Implement Quarters and game clock instead of score cap
- ▶ Theme music
- ▶ Field display with ball current position
- ▶ Ability to choose teams and use actual rosters
- ▶ Difficulty modes, including AI?