

User Feedback

We ran our simulator for several football obsessed friends, and they were interested in the idea of using the simulator as augmentation to modern sport science. In particular, several expressed the importance of obtaining data for ball movements to better model that area of the game.

We also like the idea of creating a system whereby the t-tests we did on the outcomes of the simulations are built into the engine itself. In other words, we intend to implement a way for users to run multiple paired t-tests in order to figure out if changing tactics causes a significant improvement in their expected result against a particular team. An extension to this is inline plotting of charts using libraries such as [plotly.js](#).

In addition to that, we received feedback that the simulator itself was difficult to follow due to the lack of visualization for players. The next version of the simulator should thus also take into account the individual players on the pitch.