**FYP Plan**

Basketball management sim, all teams and players created for copyright reasons. Single player PC game with some use of AI. Goal of the game is to try and build the best team possible to win the championship at the end of the season.

The player can improve their team through a variety of ways. The first is trading players with other teams to acquire missing pieces. They can also change their line-up, swapping in bench players who may fit the team better or bring different skillsets compared to the current starters. They must also manage players happiness throughout the season. This is done through a conversation system where a player may email the coach asking for more playing time to fit their ability. Happiness can then effect a player’s rating as a happier player is more likely to give their all. An unhappy player may request a trade to another team.

The trade system will consider each player in the trade’s ability and then decide on whether the second team accepts the player’s proposal. This prevents the player from stockpiling all the best players.

The game will make use of a database which holds every team and their corresponding players, followed by their stats, which are then calculated to the team’s overall stats which will help the match engine decide on the winner of each match. Being the stronger team in a match will not guarantee the player wins, as like in every sport, there can be an upset.

The database will need a script which updates it every time there is a trade or player rating change.

At the beginning of the season, the player will be told the season’s expectations by their team’s owner. If they underperform according to these expectations, they risk being fired, which results in game over.

Each players rating will be made up of a series of stats, outside shooting and inside scoring (offensive), defending and rebounding (defensive) as well as ball control and passing (playmaking). Teams with better offensive or playmaking stats will score more points, whilst teams with a higher defensive rating will limit the amount an opponent can score.

My initial plan is for the user to control a pre-set team, this is due to having to create a schedule for games and designing the menus specific to the player team. However, if there is time, I may add a second scenario where the player can take over another team with different players.