

COLLEGE OF COMPUTING AND INFORMATION SCIENCES

DEPARTMENT OF NETWORKS

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING (YEAR 2) RECESS TERM 2 (BSE 2301) CONCEPT PAPER FOR:

FIFA18 COMPLETE PLAYER DATASET PROJECT

**PROJECT MEMBERS**

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**PROJECT LEADER**

OMACHOL JAMES

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**INTROUDUCTION**

FIFA 18 is a [football](https://en.wikipedia.org/wiki/Association_football) [simulation](https://en.wikipedia.org/wiki/Simulation_video_game) [video game](https://en.wikipedia.org/wiki/Video_game) in the [FIFA series](https://en.wikipedia.org/wiki/FIFA_(video_game_series)) of video games, developed and published by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) and was released worldwide on 29 September 2017 for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3), [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) and [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch). It is the 25th instalment in the FIFA series.

**BACKGROUND**

While FIFA 95 did not add much other than the ability to play with club teams, FIFA 96 pushed the boundaries. For the first time with real player names by obtaining the [FIF Pro](https://en.wikipedia.org/wiki/FIFPro) license, the [PlayStation](https://en.wikipedia.org/wiki/PlayStation), [PC](https://en.wikipedia.org/wiki/Personal_computer), [32X](https://en.wikipedia.org/wiki/Sega_32X) and [Sega Saturn](https://en.wikipedia.org/wiki/Sega_Saturn) versions used EA's "Virtual Stadium" engine, with 2D [sprite](https://en.wikipedia.org/wiki/Sprite_(computer_graphics)) players moving around a [real-time 3D](https://en.wikipedia.org/wiki/Realtime_3D_graphics) stadium. FIFA 97 improved on this with [polygonal](https://en.wikipedia.org/wiki/Polygon) models for players and added an [indoor soccer](https://en.wikipedia.org/wiki/Indoor_soccer) mode, but an early pinnacle was reached with FIFA: Road to World Cup 98. This version featured much improved graphics, a complete World Cup with qualifying rounds (including all national teams) and refined gameplay. Months later, World Cup 98, was EA's first officially licensed tournament game. FIFA games have been met with some minor criticism; such as improvements each game features over its predecessor. As the console market is expanding, FIFA is being challenged directly by other titles such as [Konami](https://en.wikipedia.org/wiki/Konami)'s [Pro Evolution Soccer series](https://en.wikipedia.org/wiki/Pro_Evolution_Soccer). Both FIFA and Pro Evolution Soccer have a large following but FIFA sales is rising as much as 23 percent year-on-year. In 2010, the FIFA series had sold over 100 million copies, making it the best-selling sports video game franchise in the world and the most profitable [EA Sports](https://en.wikipedia.org/wiki/EA_Sports) title. With FIFA 12 selling 3.2 million copies in the first week after its September 27 North American debut in 2011, EA Sports dubbed it "the most successful launch in EA Sports history".

In 2012, EA Sports signed [Lionel Messi](https://en.wikipedia.org/wiki/Lionel_Messi) to the FIFA franchise, luring him away from the competitor Pro Evolution Soccer. Messi's likeness was then immediately placed on the cover of [FIFA Street](https://en.wikipedia.org/wiki/FIFA_Street_(2012_video_game)). In 2013, the Spanish professional women's footballer [Vero Boquete](https://en.wikipedia.org/wiki/Ver%C3%B3nica_Boquete) started a petition on [Change.org](https://en.wikipedia.org/wiki/Change.org), which called upon Electronic Arts to introduce female players in the FIFA series.

**THE PROBLEM THIS PROJECT WILL ADDRESS.**

Coming up with dream team through making transfers of players from different clubs after analyzing their work rate, dribbling skill and many more. This will help to compete fully through the whole season in various tournaments.

**MAIN GOAL**

To analyze which club has the best rated players

**OBJECTIVES**

To determine the average rate for each player.

To analyze and determine how each player contributes to the success or winning of a match.

To analyze out the performance of each club

To determine the best player among a set of players.

**THE ANTICIPATED OUTCOMES.**

[Predicts the club that is most likely to win the league.](https://www.highsnobiety.com/p/ea-sports-fifa-18-world-cup-predictions/)

Predicts the player who is most like to score more goals.

Predicts the best player in the league.

**METHODOLOGIES**

Linear regression, Time series, principal component analysis

**REFERENCES**

[**fifauteam website**](https://fifauteam.com/) : you want to know more about FIFA 18, you need to read our comprehensive guides. They are the best ones

[**twitter support**](https://twitter.com/eahelp) : Need a quick tip? Reach out on Twitter of EA Support.

[**facebook support**](https://www.facebook.com/EAHelpHub) : Post on Facebook where the on line game experts are available and ready to help you.  
  
   
 