**Football Director Beta Feedback**

**Remaining items are in-progress**

***General***

* Music should fade out when advancing into the full game rather than cut out.
* The options screen should allow the music to be turned on during the game but default setting should remain off. This discussion point is re-raised purely after I read who the composer is.
* All scrollable menus should continue to scroll whilst the stylus is held down rather than having to press multiple times.
* Game finances seem completely inaccurate throughout and need attention.
* Unable to advance the on-screen notification that a player was “unavailable for the match ahead due to injury” when pressing the “OK” button. This happened frequently.
* It is not always obvious why you cannot advance time, even when the “error” sound plays when the advance time icon is pressed. Should the menu and sub menu containing the answer as to why the player needs to advance flash to indicate where they need to go? Although adding this may open up the possibility of needing this elsewhere.
* ***Discuss –*** should recent squad announcements be viewable? (Distinguished separately from News items)

***Club Menu***

***News/Status***

* Brand new News items should scroll into view accompanied by an electronic printing or similar sound effect. This should happen the first time the player returns to the News screen to be greeted with updated news, as updated news items appear after advancing time and the very start of the game. This should add some excitement to any new news arrivals.

***Squad***

* In the Squad page with “F” selected to call up formation selection the “X” back button on top right is too small (or rather the selection area around the button is).
* In the Formation selection screen player colours should match those on the formation grid.
* ***Discuss*** *–* the formations on the Formation screen pitch are upside down. i.e. the defender icons should perhaps be at the bottom of the pitch.
* Status of players is blank when selected via the top scroll menu.
* ***Questions*** *–* Regarding the placeholder screen stating “\*player\* will not negotiate a new contract” - should players *not* want to negotiate a new contract at any time? Or should they refuse your offer until you make an offer they would be foolish to refuse? Should this be reworded to say “\*player\* is happy with his current contract”?

We could possibly change the text or at least randomize it. My point is that this screen should not necessarily pop up at all and not allow the DS user to negotiate. If the screen “\*player\* is happy with current contract” does pop up then a the question “Do you want to proceed” with check boxes “Yes - No” to select.

It does not matter if the DS user decides to go ahead and negotiate anyway, the only transaction the footballer should accept is one that is better than his current contract.

This would add a small level of user interaction. The DS user may feel like rewarding a player for a good season by upping his contract. Incidentally, does increasing a players wage have a positive relation to performance on the pitch?

“\*player\* will not negotiate a new contract” wording is very final and does not explain why they won’t.

* When a player is sacked a payment must be made to terminate the player’s contract. This payment is not deducted from your Accounts in the Admin Menu.
* ***Discuss –***should there be an option to allow the game to auto select a default/the best squad in the Squad menu prior to a match? (If a player needs to be replaced due to injury etc.)

A good idea, Roger will look at the code required on his side and we’ll link it up. Any good name suggestions for it? - ‘Ask Coach to pick’ Sounds good or “Coach’s Selection”

* Player contract negotiation graphic on top screen reads “Youth Negotiation”.
* When a player in the squad is injured and cannot play the next match, the red highlight should be made more obvious and/or possibly flash. A text prompt or icon highlighting the fact that the player is injured could also be used. As mentioned in points above – the Club Menu icon and Squad sub menu icon could flash to lead the user to reconfigure and correct the squad.
* After a selected and highlighted player is sacked in the Squad screen the information at the top screen stays on the sacked player whilst the new highlighted player at the bottom is different. Another press is needed. The new player information should be highlighted and selected without the need for an additional press. This is also the same when coming out of a contract negotiation, the player is highlighted graphically but not actually.
* Bottom scroll bar is too close the sack player and negotiation icons (as previously discussed).

***Tactics***

* ***Discuss -*** the selections made in the bottom screen (Style of Play, Marking, Aggression and tick boxes) should perhaps have some graphical representation/animation on the top screen.

***Training***

* Locks need to be bigger/more accessible (as mentioned in delivery email).

***Before a Match***

* Opposition’s formation and general team information should be accessible before the match in the Teams option.
* Before a match the player should be able to change the formation etc. based on the opposition faced.
* It is possible to press an option on the menu whilst in the pre-match screens that ask whether to go to Match, Teams, Report, View etc. subsequently it is impossible to return to the pre-match screen and therefore continue the game.

***During a Match***

* Match commentary scrolling needed.
* Percentage of play slide bar is not solid and has smaller bars within.

***After a Match***

* The screen displayed after a match is played needs a header to explain more clearly what it represents.

***Friendlies***

* Menus on left can be opened during the Friendly screen making it possible to cancel the Friendly match arrangement unintentionally. Subsequently moving time onwards is not possible without a few seemingly random menu presses.
* The Friendly screen should have an “Accept Game” button. After this “accept” button is pressed the date selection bar on the bottom screen should move to the next available friendly date. Many times I have arranged only one friendly because I assumed that to accept the match I had to press “Continue”.

***Competition Menu***

* ***Discuss –*** should the Competition Menu and subsequently the Cup Fixtures sub menu icon flash when a new cup has been drawn?

***League Fixtures***

* An important screen that may turn out to be a favoured destination. Needs linking with results (as mentioned).

***Admin Menu***

***Transfer List***

* When negotiating with a player, then cancelling and returning to the transfer list, the player’s Value fluctuates. This allows the user to enter into the negotiation screen without doing a thing and cancel and repeat until the player Value reaches its lowest.
* The slide bars in the negotiation screens need to be more accurate and controlled. It is not possible to offer a specific amount you/the player would want to set (within reason) and feels wildly uncontrolled.

***Accounts***

* ***Question -*** It is possible to take out a loan from the bank and repay straight away without incurring any interest. Should interest not be applied as soon as the loan is accepted?