

# FIFA 10 Wii™

## Contacts

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## Revision History

Revision Date	Revision Description
2/2/2009	Added in all screens and documentation for the Team Central flow
2/24/2009	Updated document with newer mockups from Screenworks as well as the functionality. Cut specific screens due to time/budget constraints.
2/27/2009	SE Pass.
3/4/2009	SW SE pass
3/19/2009	Updated Hal Strings and entered most into HAL.

## Overview

### General Information

Number of Screens	7
Platforms	Nintendo Wii™
Languages	EN, FR, IT, DE, SP, NA, MX

### Additional Information

The vision for FIFA 10 Wii™ game modes is to allow gamers to “**Casually Compete & Compare**”: -

- **To get into the game quicker.**
- **Convey a sense of battle and conflict.**
- **Recognizable as a FIFA™ game**

### Support Documents

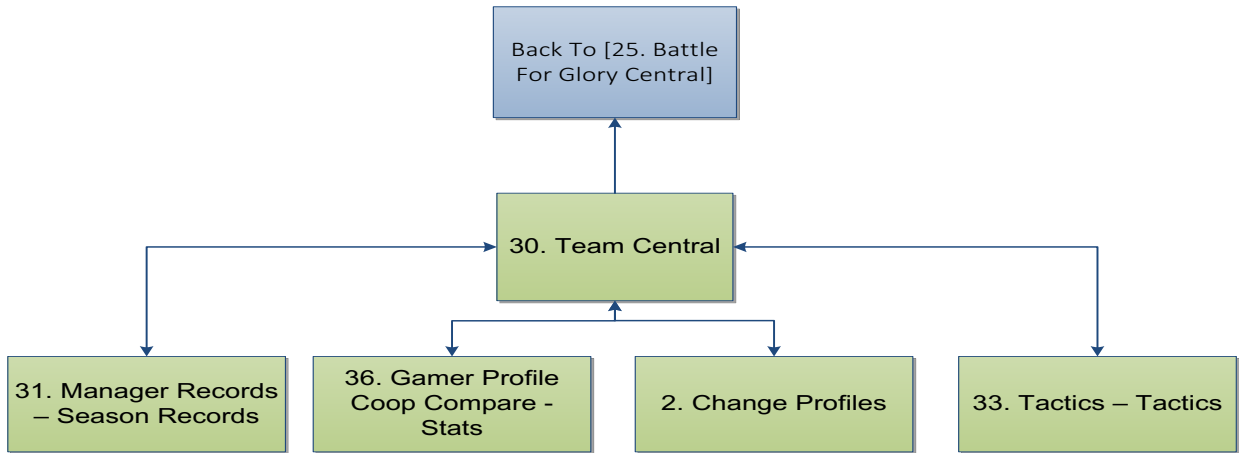
#### Feature Brief

Link removed

#### Format Codes / Common Text Strings / Abbreviations

Link removed

# Flow Diagram



# Team Central



## Screen functionalities

- The [30. Team Central] menu allows the users to view their records/stats, compare trophies, and edit the team tactics. It consists of 5 main buttons:
  - 'BACK' - Pressing 'A' on this button will take the user to the [25. Battle For Glory Central] menu
  - 'COMPARE PROFILES' - Pressing 'A' on this button will take the user to the [36. Gamer Profile Coop Compare - Stats] menu
  - 'SEASON RECORDS' - Pressing 'A' on this button will take the user to the [31. Manager Records – Season Records] menu
  - 'TACTICS' - Pressing 'A' on this button will take the user to the [33. Tactics - Tactics] menu
  - 'CHANGE PROFILES' – Pressing 'A' on this button will take the user to the [#. Change Profiles] screen.
- This menu will display the EA News ticker, the current team rating, and relevant team information within the ticker.
- The Board of Directors' confidence will be displayed on this menu through a dynamic text string. It will change depending on how you play the game.
  - Ex: if you lose 10 games in a row, their confidence in you will be very low, and they may warn you that you could get fired.

[JT 2009-03-04] Does the color of confidence rating number depend on the team color, or the range of value?

[DG 2009-03-05] There is no color for board confidence, it is the team rating color you are looking at and that color is dependent on the team, not the range.

- Behind the Board of Directors text string, there will be a photo of the Board of Directors.
- The ticker will display relevant information to your team, such as:
  - Players who have been red or yellow carded
  - Injured players
  - Who the team's worst disciplined player is
  - Who the top scorer is
- The league logo will also be displayed on the menu.
- [DG 2009-03-05] The team rating and current team bonus rating from the manager moments will be displayed on this screen as well.
- The only way to return to the previous menu is to hit the 'BACK' button.
- All active WiiMotes will have full functionality on this screen.
- This menu supports DPD input only. DPAD is disabled.
- The 'MANAGER RECORDS' button will display the most recent trophy won. If the [31. Manager Records – Season Records] menu has not been accessed since a new trophy has been won, the 'MANAGER RECORDS' button will notify the user that they have won a new trophy.  
The information streaming from the EA News ticker will not be displayed at default. See *Special Animations* for details.
- The progress bar and team rating will display the most recent information.
- No panels will be selected / enabled while the Wii Pointer is not on the screen.
- No panels will be highlighted by default.

## Edge cases

- Bullet list of items

## Special Animations

- All four panel buttons will highlight when the Wii Pointer hovers over top of them.
- The information bar streaming from the EA News ticker will quickly roll across the screen before the information does.

[JT 2009-03-04] I assume we only animate the ticker only when we first enter the screen; we will not animate it when we switch between different sub screens? Also, what kind of animation are we looking at?

[DG 2009-03-05] We should animate the ticker every time you enter a screen with the ticker present. The type of animation will be a simple, quick, roll of the black bar across the screen. When the black bar gets to its end point on the right, the ticker text will begin to flow from left to right. The reason we want it to animate every time is because the text is going to be different on each ticker screen and this will help grab the user's attention to the ticker.

- Information regarding injuries, red/yellow cards, and events will stream across the EA News ticker from right to left. Each text string will have an appropriate icon in front of it.
  - Ex: If the text string informs the user about a red card that one of their players received last match, a red card will be displayed before the text string.
  - Ex: If a player is injured, the text string will have a bandage icon before the text.

[JT 2009-03-04] Is BE still in control of the ticker this round? If so, will they be able to populate the ticker with special icons?

[RC 2009-03-05] Yes, BE code renders and populates the ticker. We will render the icons as well. Your only responsibility is to animate the actual CRO movieclip during any transitions. I'll control the logic of which messages to display in the screenready handler.

- P1, P2, P3, P4 Hand pointer needs to have both a hover state and a "pressed down" state for when clicking on areas of the screen.

### Audio Expectations

- A unique sound effect should play when the EA News ticker bar rolls across the screen

[JT 2009-03-04] what is the sound ID to use for animating the ticker in?

A sound effect should play when the user highlights any of the 4 described panel buttons.

- A sound effect should play when the user selects any of the 4 described panel buttons.
- The EA TRAX™ replacement music will be used throughout the Menu. If the game remains idle on the Menu screen the music should never stop playing and continue to loop / switch tracks.

### Entry / Exit Transition

- Bullet list of items

### Button Mapping

Wii™ Button(s)	Action	Help Text	Display Help In Ticker?	Context	Link
A	If the user has the 'BACK' button highlighted and presses 'A' on the WiiMote, go to [25. Battle For Glory Central]	N/A	N/A	N/A	[25. Battle For Glory Central]
A	If the user has the 'TACTICS' button highlighted and presses 'A' on the WiiMote, go to [33. Tactics - Tactics]	N/A	N/A	N/A	[33. Tactics - Tactics]
A	If a user has the 'COMPARE PROFILES' button highlighted and presses 'A' on the WiiMote, go to [35. Gamer Profile Coop Compare – Stats]				[35. Gamer Profile Coop Compare – Stats]

A	If the user has the 'MANAGER RECORDS' button highlighted and presses 'A' on the WiiMote, go to [31. Manager Records - Season Records]			[31. Manager Records – Season Records]
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