

SEPT. 2023

GAME CONCEPT - CLÉMENT NOWACKI



OPEN WORLD
IN
EA SPORTS FC

Formerly FIFA

OPEN WORLD
IN EAFC



INITIAL SETUP

WHY AN OPEN WORLD ?



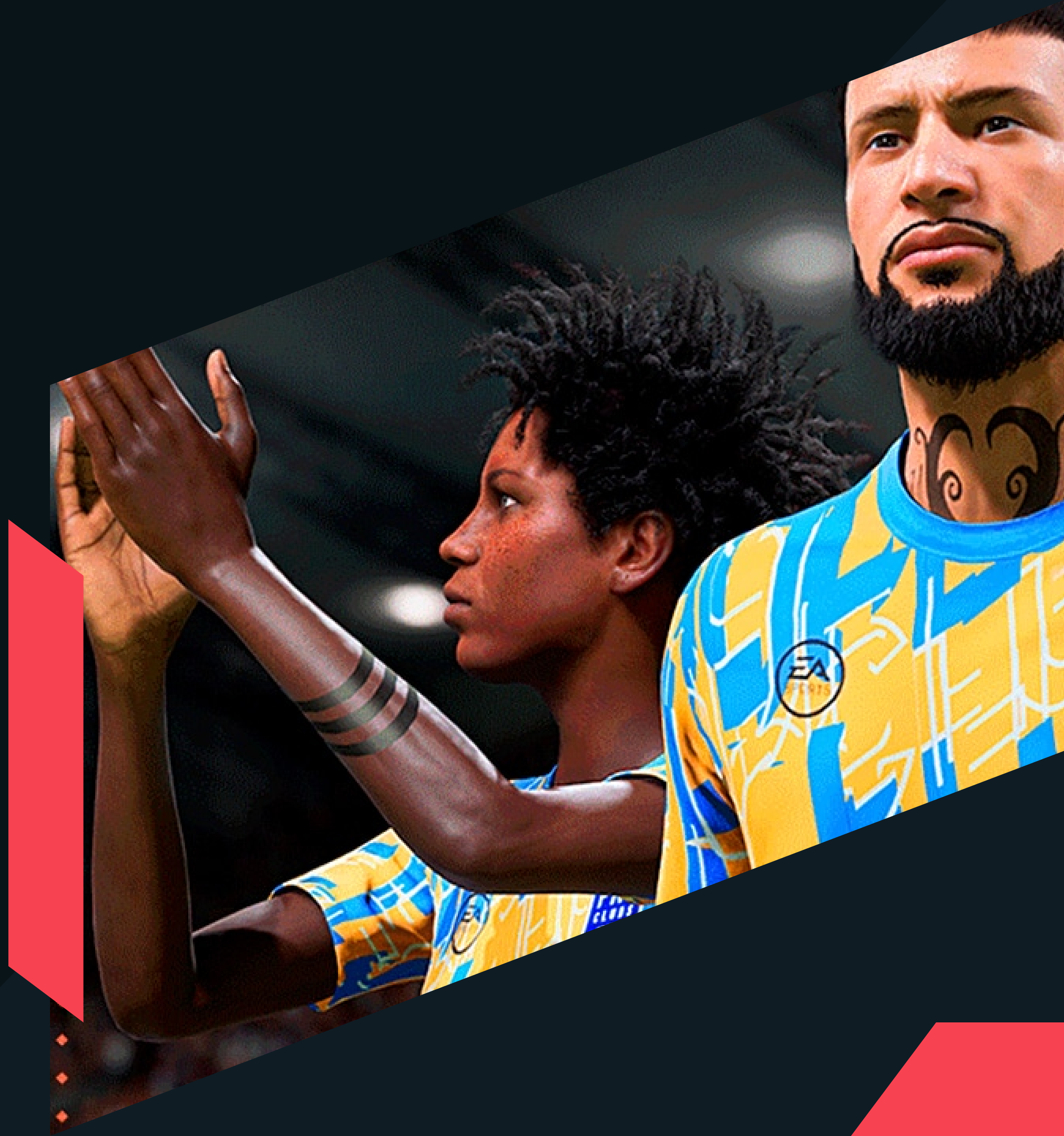
Career mode is meant to create player's own story. It's the roleplay mode of EASFC.



Actual career mode is not satisfying. Players go through matches without any real incentive. They create a character and then, nothing, except boring menus.



A world to explore freely allows developers to add *texture* between matches by providing additional context.



EA SPORTS FC CONSTRAINTS



EA SPORTS FC is a football simulation and needs to stay as it is. It is therefore impossible to propose a career mode that introduce fun but *totally* out of context super powers i.e.



New gameplay possibilities are limited but career context and location could bring a fresh view.



Need to keep the public image of football "smooth": formerly FIFA games convey the strictly positive side of the sport.



OPEN WORLD
IN EASFC

YOU ARE A FOOTBALL PRODIGY

The open world of this new career mode will deep dive into the football prodigy fantasy. A talented young player was spotted in a city suburb. But who is this new star in the making?

It's **YOU!**



OPEN WORLD
IN EASFC

CORE PILLARS



EXPLORATION




SOCIALIZATION




FOOTBALL

CORE PILLARS



Your incredible football skills allows you to discover a brand new world. Exploration will be the key to learn all the different possibilities and activities that the city has to offer. Reveal all its secrets and make it yours!

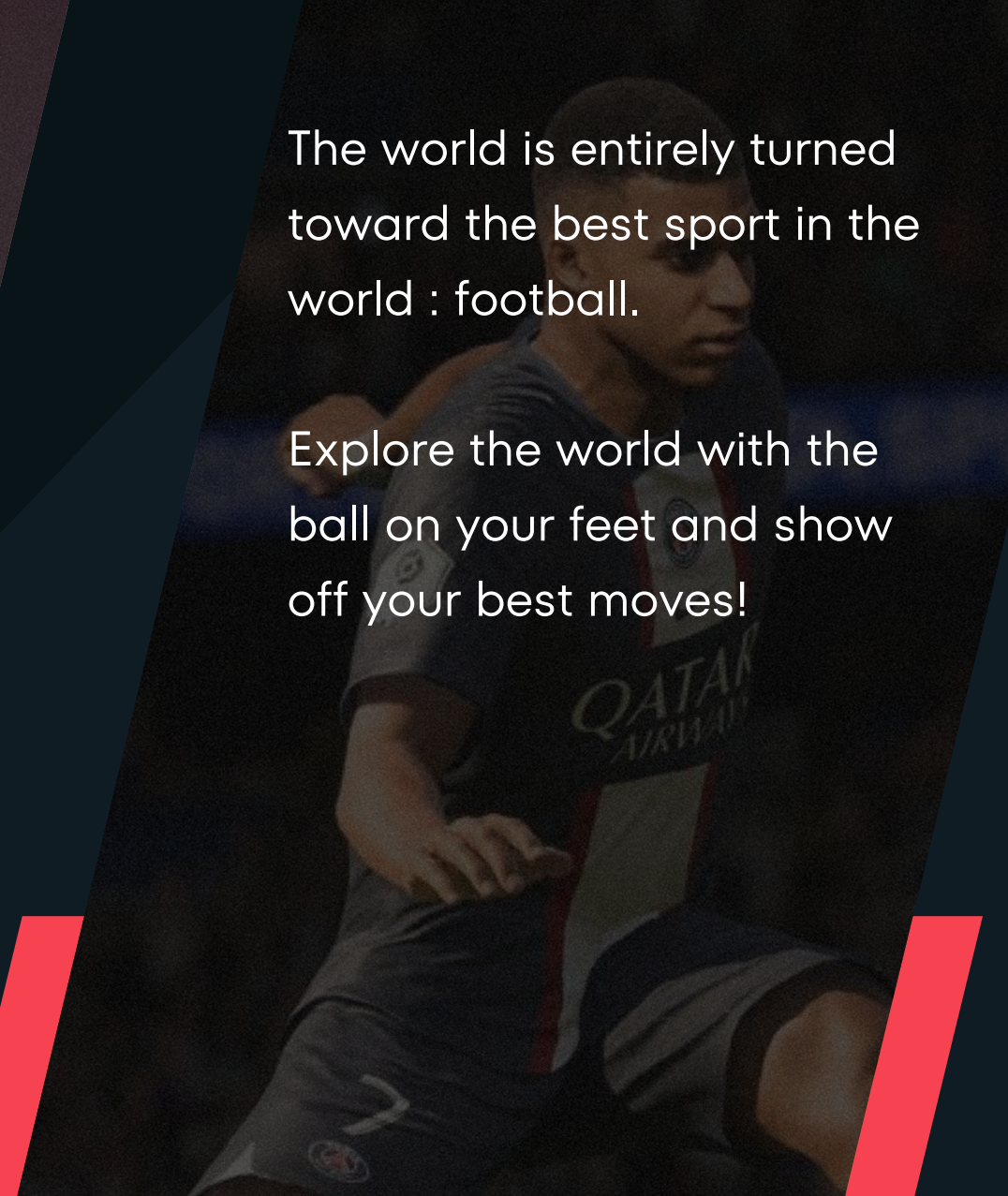
EXPLORATION



The open world would be filled with fans, famous players, friends and rivals!

Plus, other player will wander in the street of the city. Many opportunities to share your passion or improve yourself will emerge thanks to them!

SOCIALIZATION



The world is entirely turned toward the best sport in the world : football.

Explore the world with the ball on your feet and show off your best moves!

FOOTBALL

OPEN WORLD
IN EASFC



WELCOME IN
LA CIUDAD



THE WORLD SCALE

Players will evolve in an open world, but they still remain in the career mode. Thus, they will do many back and forthes between their club stadium (to play matches) and other activities.

It makes no sense to create the largest open world ever made in this case. Focus the action on a single city is the way to go.

A WORLD AND A STORY



To support players in their integration into the open world, their journeys will be wrapped into an engaging story.

Players are born-and-raised in a suburb of La Ciudad, a city entirely dedicated to football.

They are spotted one day by Alex Hunter, a former football player, who will introduce them to the team (pre-selected by the player) so that they can take their first steps as a professional player.



Note : Alex Hunter is the main character of a story mode in previous FIFA games.



A WORLD AND A PLAYER

Players need to feel that they are a true part of a living world and that, at some extended, the world is a part of themselves.

Every action of the player must have an impact on La Ciudad (acknowledge performances, reputation, good/bad actions etc.) and La Ciudad must have an impact on player's experience and exploration (random events, other players etc.).

OPEN WORLD
IN EAFC

MULTI PLAYER

La Ciudad is filled with talented players from all around the world that you can befriend or challenge in duel. It is possible to see other EA SPORTS FC players explore the city and interact with them. 50 to 100 players could be playing on the same map at the same time.



OPEN WORLD
IN EASFC



OPEN
WORLD
MECHANICS

THE WORLD NAVIGATION

The navigation will be exactly the same in La Ciudad and in a match. The main idea is to keep the controller of a football player and let the player experiment it in different and fresh contexts.

If it's *impossible* to create a wacky controller, it does not necessarily imply that the player will not encounter fun and interesting situations.



INTERESTING NAVIGATION

GENERAL



The world is filled with balls and balls vending machine. It allows the player to explore the city with a ball at the feet at almost any time.

Therefore, players will be able to fully *communicate* with the open world. Shooting into objects is now possible, citizen has other interactions with players and players can trigger duel with other players.



INTERESTING NAVIGATION

ONE TWO



La Ciudad is *the* city of football. It is therefore normal to pass balls with strangers.

If players pass the ball to a NPC, they will get a light boost of speed during a short duration.

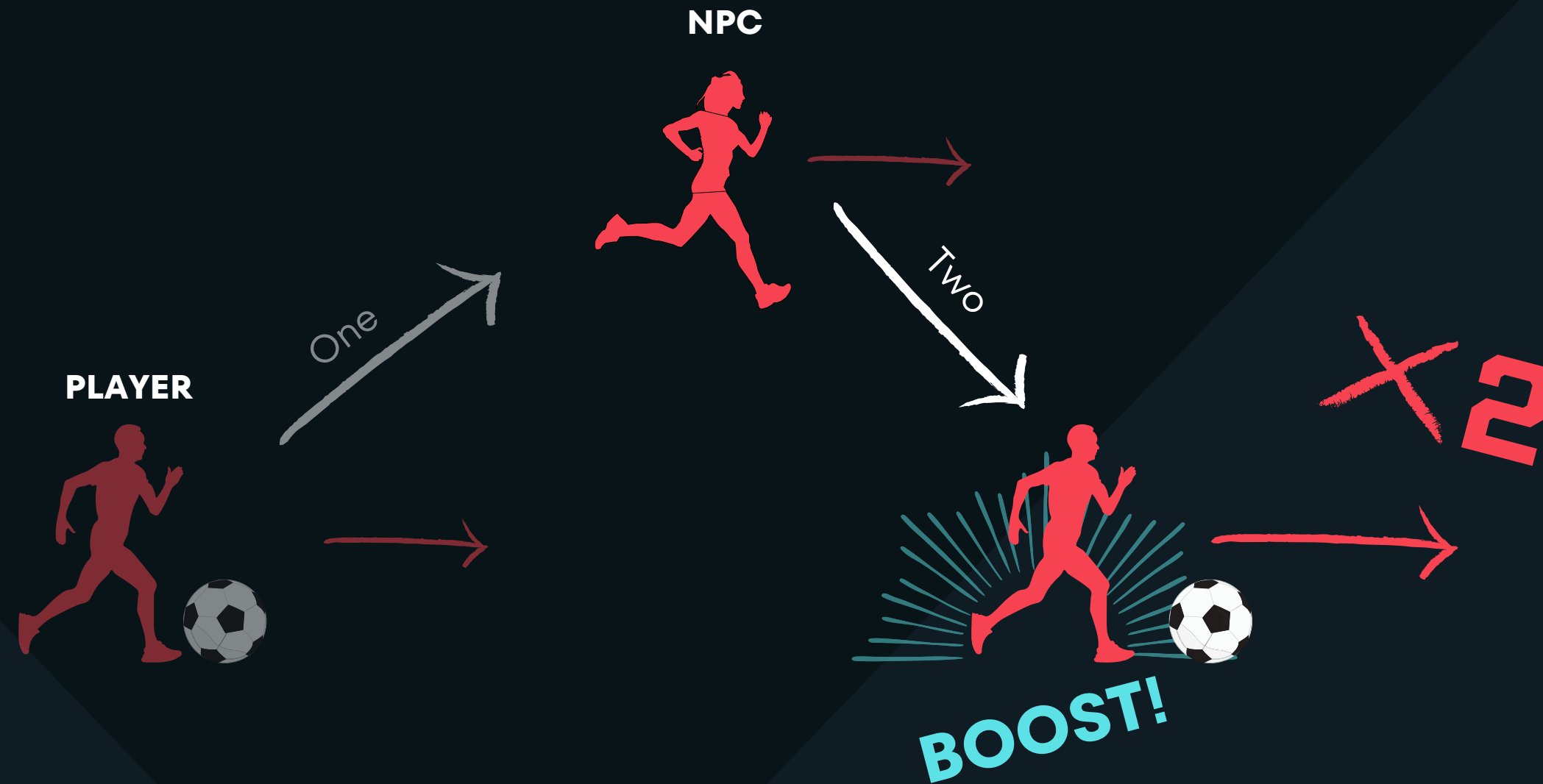
If two players do a one two, they both got this boost as well.

The number of passes that the players manage to complete is indicated to them.



ONE TWO

With one NPC



NPC passes automatically back to the player.
The boost is a light burst in player's speed.
The pass score of this schema is 2.

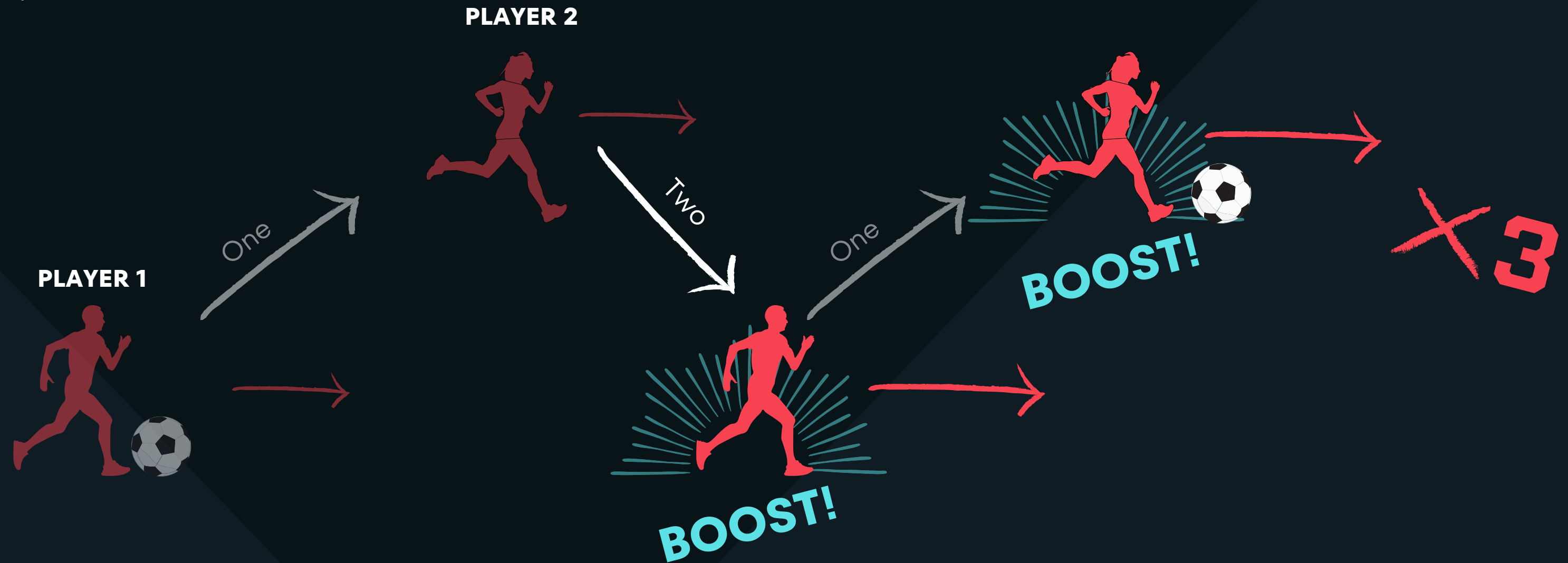
ONE TWO

With several NPCs



ONE TWO

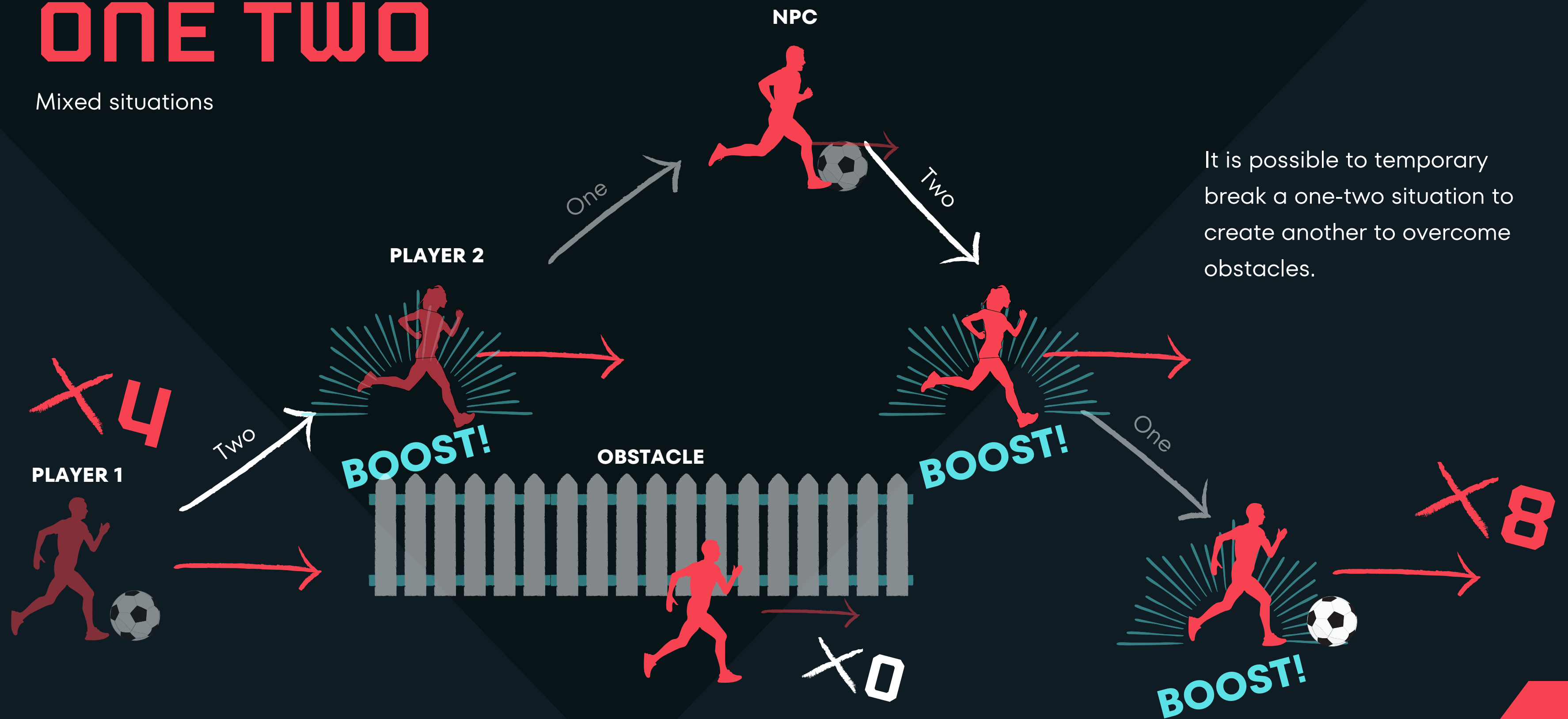
With another player



Players have to press a button to pass the ball again.
After a short timer, the pass score is reset to 0.
Both players share the pass score.

ONE TWO

Mixed situations



It is possible to temporary break a one-two situation to create another to overcome obstacles.

INTERESTING NAVIGATION

URBAN GOALS



Urban goals are disseminate here and there in all La Ciudad. They are made of several material or simply drawn on walls.

Depending on the angle of shot, the position of the players and the power of the shot, a score will be awarded to the players.

The player receives a small amount of fame and money based on this score.



DUEL MASTER

One of the possible interactions between players are duels. Duels are challenge that players give to each other. They happen in a restricted area for both challengers. They are limited in time and asks players to demonstrate their skills in dribbles, ball handling and shooting (depending on what players decided to challenge themselves on).



OPEN WORLD
IN EASFC



DUEL? **BET.**

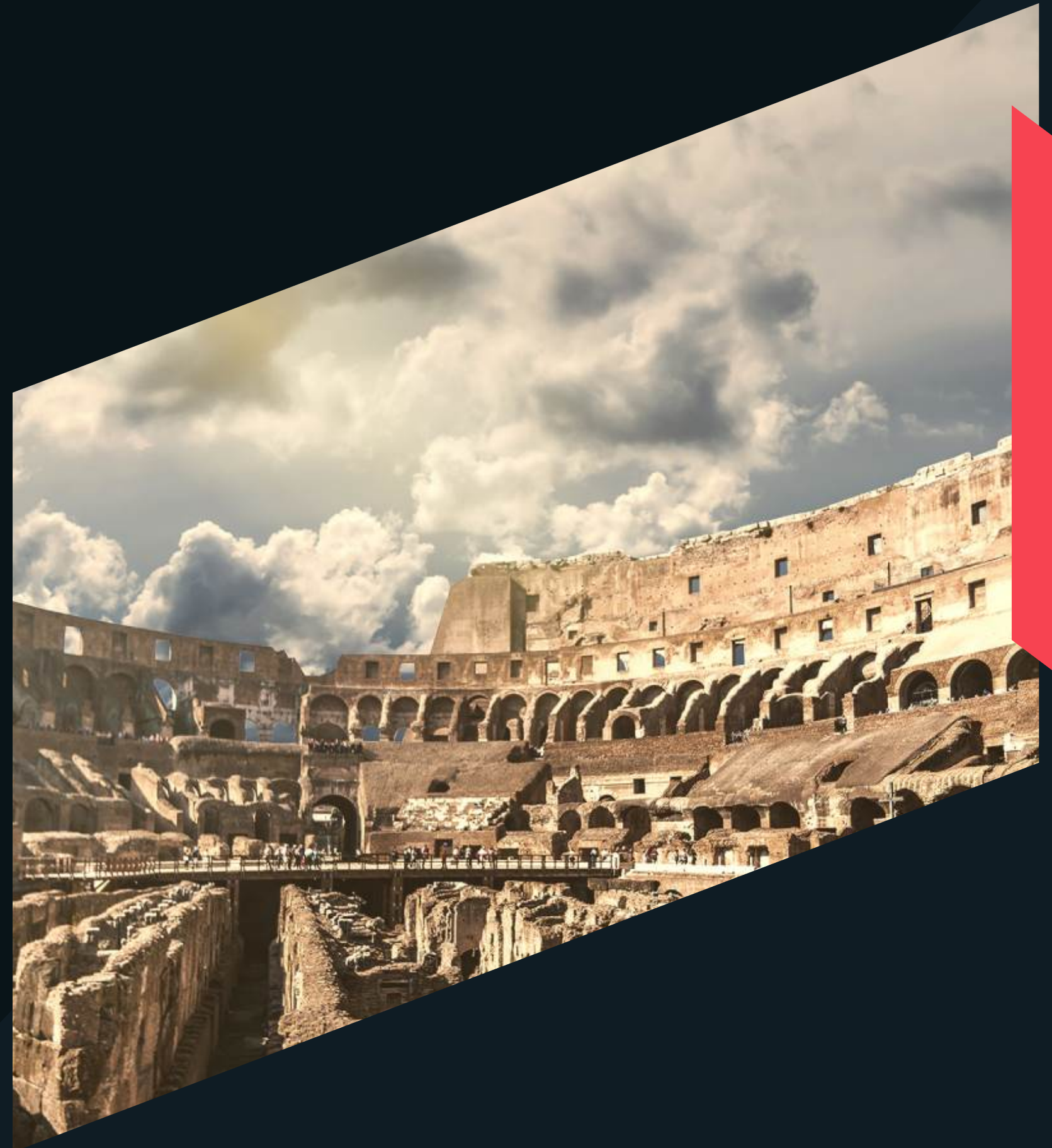
Alongside the sporting performance, players can bet in-game money (linked to their career save) and earn a reward if they beat their opponent in the duel.

BREAD AND GAMES

Duels take place in the open world and will attract NPC citizens around the challengers. They will gather around them and start betting on which player wins, thus increasing the payoff and the tension in the duel.

Other players can bet on the duel if they are close enough.

These gatherings will create temporary points of interest on the map in an organic manner.



OPEN WORLD
IN EASFC



WORLD
BUILDING

WORLD MAP

Inspired by the surroundings of Camp Nou, Barcelona, the open world is meant to be easy to navigate. With a few long roads with large places, to not lose players during their exploration.

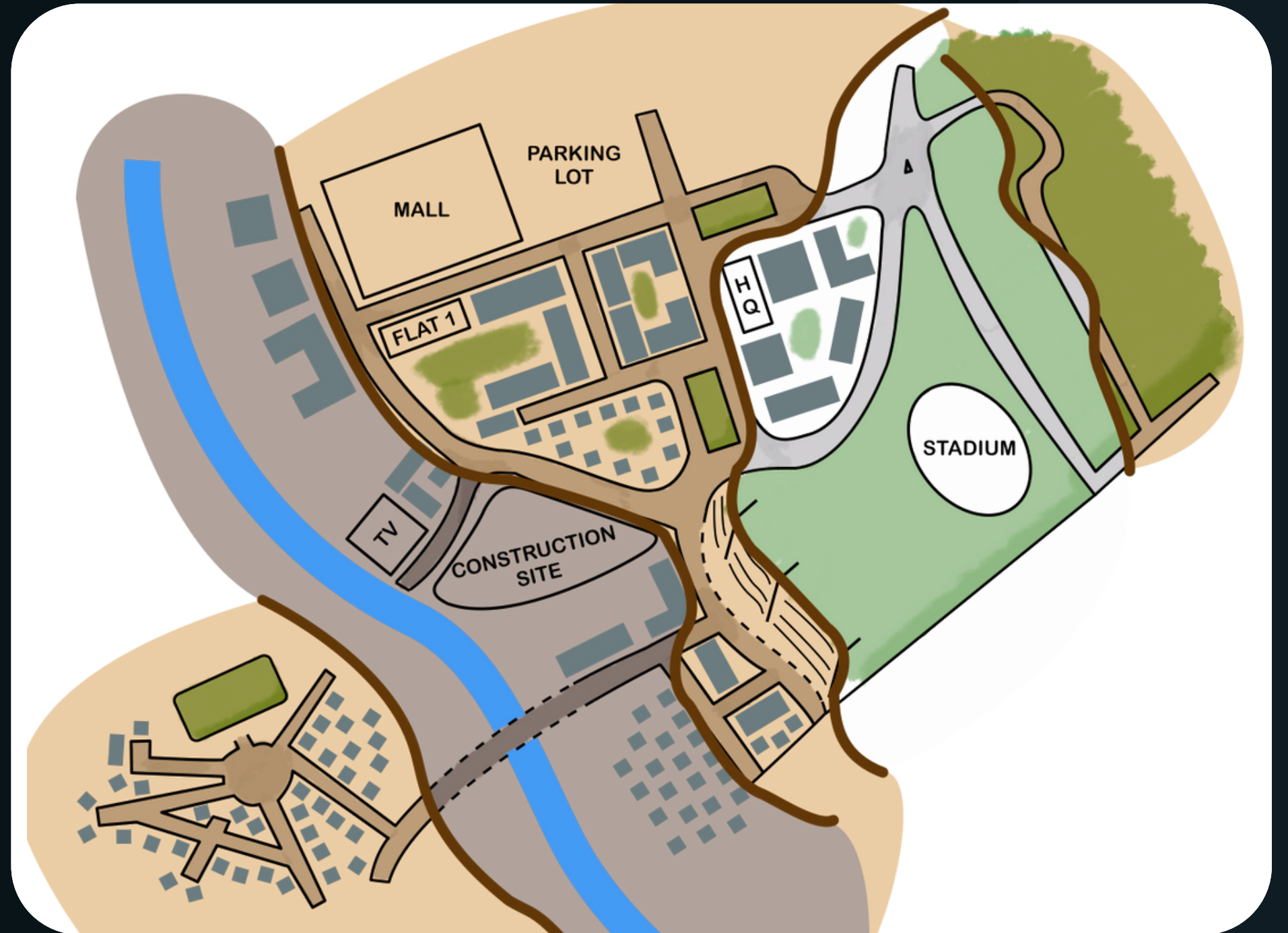
Players will start their career in the suburb, a separate area of La Ciudad. It is a warm up to the story before deep diving into the city and a glorious career.



WORLD TOPOGRAPHY

Unlike a football field, La Ciudad is hilly. The stadium sits above the city, like a lord's castle.

The main advantage of offering a map that is not entirely flat is to be able to let players experiment with slopes during duels and explore new ways to play football.

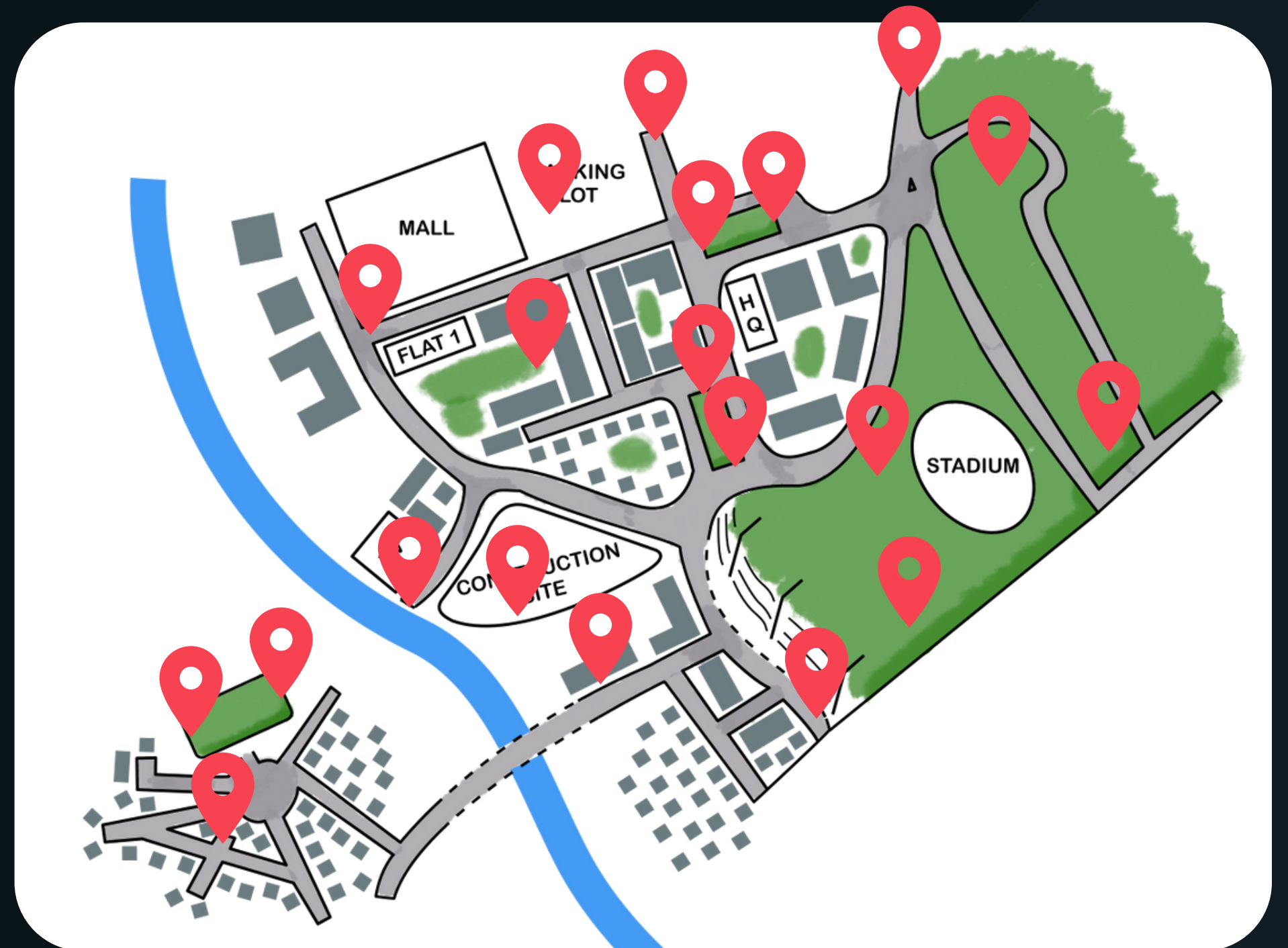


URBAN GOALS

There are 20 urban goals in La Ciudad.

They are mainly placed in zones where players are more likely to stop their exploration to enter a building or start another activity.

Thus, urban goals ends every navigation in the open world with the most powerful shot the player can make in the ball. Which is fun.

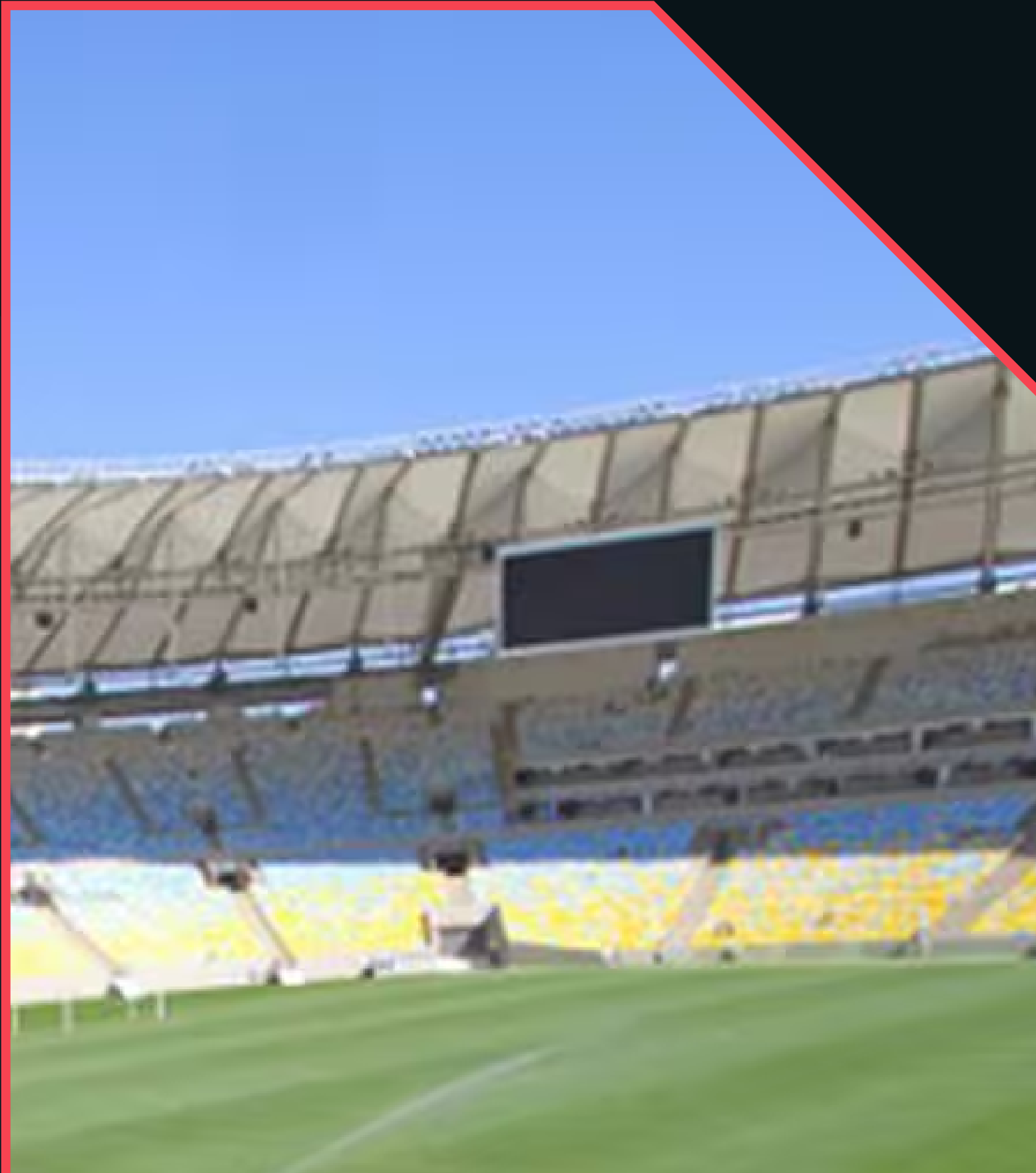


BALLS MACHINES

There are plenty of balls on the ground in La Ciudad. But to ensure that players never runs out of football, the mayor of La Ciudad installed free balls vending machines.

They are near every landmarks exit to make sure that every players have the ability explore the city with a ball at their feet.





LAND MARK

- Stadium

This is the place where players will be able to launch matches and training planned in their career schedule.

It is also a privileged place to talk to other players (own team and opposing team) to progress in story and quests.

Players can enter and visit it. The exterior appearance changes depending on the team they play for, but the interior is generic.



LAND MARK

- Mall

The mall is an open place where players can find various items to buy and customize their experiences.

Duel are still possible in this area. Plus, there is a parking lot next to it: the mall center zone allows player to duel in various environment and constraints.



LAND MARK

- HQ

HQ of the club allows players to make time-limited training that makes their character progress a little bit faster than mandatory trainings.

Story and side quests could also be triggered in this building. Players are able to learn more about the team they are playing for there.



LAND MARK

- Construction site

Despite not being the most safe place to play football, it is a neat area to duel people in rough terrain in clutter.

A few trucks sometimes go out to do road work in La Ciudad.



LAND MARK

- The Flat

Some flats in La Ciudad are still looking for their next owner.

They are customizable places dedicated to meeting with people from the story or players from the club.

It is also the place where players start when they load a career save.



LAND MARK

- TV HQ

A nice place for those who are looking for side quests or fame.

But be aware that being interviewed is a difficult exercise.

MAP READING

The pause menu shows a map of La Ciudad. Player's position is exposed.

Landmarks have an icon on the map. Places to reach to continue a side-quest too.

Events and activities are not indicated to players, letting them free to discover them by themselves.



WORLD MODULATION

- Stadium

The stadium in La Ciudad is a replica of the stadium of the team the player is *currently* playing in.



CAMP NOU

FC BARCELONE



**PARC DES
PRINCES**

PARIS SAINT-GERMAIN



BERNABEU

REAL MADRID



VELODROME

OLYMPIQUE DE MARSEILLE



WORLD MODULATION

- Fame

When players start gaining fame by their results during matches and their actions in the open world, they'll be contacted by TV and Ads producers.

Therefore, players are able to sign contracts and interviews, leading them to be omnipresent in La Ciudad medias.

OPEN WORLD
IN EASFC



EVENTS & ACTIVITIES

EVENTS - TIME & METEEO

The open world may change aspect according to an in-game meteo system, for a limited time. Modifiers may apply to gameplay, like in the base game.

Rain : Slippery terrain

Sunny : None

Snowy : Slippery terrain and low visibility



EVENTS - ROAD WORK

Every in-game week, trucks from the construction site do road work to maintain La Ciudad road quality. One to four spots can be occupied by them, forcing players to re-evaluate their navigation in the city... or discover new ways to duel!



EVENTS - HATERS

The downside of becoming a football superstar is that you'll attract haters. When exploring La Ciudad with a ball at your feet, crossing the path of haters will automatically make them try to steal the ball or even tackle you.



ACTIVITIES - VISITS

Every residential building can be visited if, and only if, players know someone (NPC, other player) that lived there.

NPC : Talk to story NPC or members of your team (could be football superstar) and bond with them.

Other players : Discover how other player decorate their home.



ACTIVITIES - FANS

Fans are out there waiting for players to meet them. They may ask the player for a selfie and a short playtime.

It translate into several mini-games inspired by training with a twist: players can fail and turn them into haters. If players succeed into being the hero they wanted them to be, they earn a huge bonus in fame, allowing them to negotiate more juicy contracts.



ACTIVITIES - GOOD DEED

Some events can be triggered and will challenge players on their football skills. There is no downside to not play them, but players may be rewarded with money and fame.

Example:

A **truck** lost its load of balls : Shoot every ball into the truck to clean the path and help the driver to get back on road.



OPEN WORLD
IN EASFC



INTER
SYSTEMS



DUEL + HATERS

Haters can eventually target both players during a duel if they come near the duel zone, adding uncertainty to the result.



ONE-TWO + HATERS

Meeting the path of haters while performing a one-two will force them to interrupt the pass (or at least, try).

It is nonetheless possible to use dribble options already implemented in the game controller to dodge them.

It gives ponctual challenges to players navigation and keep them entertained while they explore La Ciudad.



ONE-TWO + DUELS

The one-two mechanic is not turned off during a duel. It means that it is possible for challenged players to gain a speed boost while being in a duel.



ONE-TWO + URBAN GOALS

When a player successfully shoots into an urban goal to complete a series of passes, the goal score is multiplied by the pass score.

Bigger score meaning bigger rewards in fame and money, this combination encourages the players to move around by making one-twos and inviting them to score their best goals.