What I am doing right now is to analyze the new files for describing the competition structure of FIFA 12. I have to say that, this time, EA did a very good job and the new structure looks very flexible and well designed, I am not yet at the end of the analysis but many things are already clear.

Btw I want to thank Luca Piol and fifaccittiu for the tips they sent me about this argument.

Let's start our analysis from the file **compobjs.txt**. It contains one entry for each competition object. A competition object may be:

- the main FIFA entry
- a confederation
- a country
- a competition
- a stage
- a group

Each line contains 5 fields

1. The unique id of the competition object
2. A numeric type identifier of the entry

- 0 = the FIFA world
- 1 = confederation
- 2 = country
- 3 = competition
- 4 = stage
- 5 = group

1. A string type identifier
2. A Description
3. A Parameter

The meaning of the parameter depends from type of the entry

If the entry is a confederation the parameter is the main FIFA entry

If the entry is a country the parameter is the belonging confederation

If the entry is a competition the parameter can be the belonging confederation or the belonging country

If the entry is a stage the parameter is the belonging competition

If the entry is a group the parameter is the belonging stage

A stage entry normally has at least one group but there are some cases of stages without group, I still have to figure out the reason why. A stage may require to play some real games or can be just a draw stage. In the second case it is marked as a SETUP stage. According, a group may represent the result of real games or may represent a pot to be used in a draw. In any case, at the end of a group execution you will have a standing, ordering the teams.

The file **compids.txt** is just a list of all the competitions reporting the unique id corresponding to a competition in compobj.txt. This is actually a redundant information, I guess it is used to speed-up the processing of the data.

The file **advancement.txt** contains information for moving teams from one group to another.

The four fields must be interpreted in this way:

- The unique id of the group moving from

- The rank in the moving from group
- The unique id of the group moving to
- The rank in the moving to group

The advancement.txt file can use only groups, not stages nor competitions.

In the file **standings.txt**, for each existing group, we must have a standing here representing the N teams in the group listed from 0 up to N-1.

The file **schedule.txt** contains information for creating the schedules of the games.

Each entry contains 6 fields

- The unique id of a stage or of a group object (see compobjs.txt)
- The day to play (count the days after a starting date maybe 26/12/2010)
- The progressive week
- The minimum number of games to play
- The maximum number of games to play
- The time

If a stage is referred the schedule applies to all its groups. Only the stages (and groups) that require to play real games can be referenced. A Setup stage and its belonging groups cannot appear in the schedule.txt file.

The file **weather.txt** contains information about the weather condition in the different months for the countries.

Each entry contains 8 fields

- The unique id of the country object (see compobjs.txt)
- The month
- The probability of having a dry day
- The probability of having rain
- The probability of having snow
- An unknown value – maybe the probability to have a overcast day
- The sunset time
- The dark night time

The file **tasks.txt** contains information about to determine the teams participating to a competition.

- The unique id of the competition (see compobjs.txt)
- When the action happens (may be start or end)
- The kind of action
- The id of the group affected by the action
- Param 1 first parameter of the action
- Param 2 second parameter of the action, if any
- Param 3 third parameter of the action, if any

This file allows to define the rules for accessing a competition in a very flexible way. Here is the list of the rules with their parameters

FillFromCompTable	CompetitionId, N teams
FillFromLeagueMaxFromCountry	League Id, N teams, Max teams
FillWithTeam 0	Team Id
FillFromSpecialTeams	N teams
FillFromLeague	League Id
FillFromCompTableBackup	CompetitionId, Backup CompetitionId, N teams
FillFromCompTableBackupLeague	CompetitionId, League Id, N teams
UpdateTable	
UpdateLeagueTable	League Id

The last file **settings.txt** files contains a list of attributes that are assigned to an object. Each type of object may have different attributes some of them are very intuitive, some other looks a little bitt obscure. Anyway this is the argument I am working on and I will post more details as soon as possible.