

NLSC NBA Live 20 Wishlist

This is the official NLSC NBA Live 20 Wishlist. It represents a comprehensive overview of what our community most wants to see added and fixed in NBA Live 20 and beyond. Thanks to everyone who helped to compile this year's Wishlist!

Key Points/Overview

- In general, place more emphasis on NBA content, modes, and gameplay. The Streets and LIVE Run are great hooks, but basketball gamers who want a full experience are feeling turned off by the lack of depth to the NBA in NBA Live.
- Continue to improve animation quality and quantity so that the action is more lifelike, and control responsiveness so that players don't feel so heavy with exaggerated momentum.
- Enhance authenticity and realism in roster management, strategy, player performance, more in-game injuries, signature animations, and overall atmosphere.
- Add more content, options, and details to create deeper experiences in Franchise, Ultimate Team, and The One (particularly The League side of things).
- Add more customisation options (deeper Create-a-Player), and the ability to share custom content with other users (Rosters, Sliders, etc).
- Bring back features and modes that have fallen by the wayside, for a deeper product and better functionality (Standalone Playoffs mode, various pause menu stats screens, etc).
- Add Season/Career Modes for the WNBA.
- Add more bonus content that's easily accessible to all gamers (i.e. historical players outside of Ultimate Team, Special Teams, FIBA and Euroleague teams, Season mode for WNBA teams).
- Address legacy issues with gameplay and game modes alike, for a deep, well-rounded experience.
- Release a PC version (through Origin if need be!).

Gameplay

- Continue to improve the quality of animations so that they are less stiff and more lifelike. This includes phasing out the old unrealistic animations, adding ones with more fluidity, smooth transitions between animations, and appropriate speed (some animations still play out too quickly, adding to the awkward aesthetic).
- Increase the amount of animations including post moves, basic dunks and layups (i.e. especially moves under the basket), highlight reel dunks and layups, momentum shots, etc.
- Fix player momentum so that it is less exaggerated, and players don't feel as heavy. This leads to out of control moments, awkward animations, and a feeling of stiffness to the controls.

- Improve catching animations so that players can be stationery when catching passes more often. Right now, passing to players who are standing still makes them dribble or move out of position way too often.
- Similarly, tone down the number of wild passes, particularly where players are leaving their feet.
- Enhance the realism of the game by representing real NBA strategy, including the plays each team runs. Have players attempt more three-pointers rather than everyone trying to drive on every play, and increase physicality/fouls inside for more free throws. Strategy and stats should be as realistic as possible.
- Ensure that players play like their real life counterparts, at both ends of the floor. Statistically, strategically, and in terms of their strengths, weaknesses, and tendencies, it'd be great to see as much accuracy as possible.
- Improve passing animations, especially the speed of the animations. Bounce passes in particular are still too fast.
- Improve directional passing so that passes are thrown to their intended target more often.
- Improve switching and defensive rotations so that you don't have to constantly switch when controlling the entire team, or be at a disadvantage if you're locked to a perimeter player.
- Improve late game AI, so that the CPU will foul to stop the clock. Also clean up AI lapses where the AI will just dribble out the shot or game clock instead of attempting a shot, instead of trying to make a push to win the game.
- Reduce the frequency of ankle-breakers, especially in NBA gameplay. Only the league's top dribblers should break ankles with regularity.
- Balance field goal percentages (from all areas on the court) in NBA gameplay. It shouldn't be too easy to score inside, but it must be balanced between the user and CPU.
- Make blocks more situational and less animation based to allow for more chasedowns, blocks that aren't huge swats, and less canned moments overall.
- Increase explosiveness of dribbling moves and first steps, especially for top tier ballhandlers. Most NBA players who drive a lot can still do so without breaking ankles first, they're just under more defensive pressure.
- Improve playcalling including customisation of the Play Wheel, reactions by AI teammates and opponents alike, automatic playcalling options, an initial point and the ability to reset the play, more accessible inbounds and ATO plays, etc.
- Enhance the AI on both sides of the ball, such as fast break logic, defending corner threes, double teams, etc. There should obviously be lapses and plays that break down, but they're currently a bit too frequent.
- Increase the number of three-pointers and free throws to match current NBA averages. There should be more fouls in the paint with less And 1s, especially from fouls that prevent the offensive player from putting up a decent shot as the contact comes.
- Add a slider for injury frequency and severity.
- Add more signature animations throughout the league, from jumpshots and free throws to dribbling and dunking packages. Continue to polish existing signature animations as well.
- Reduce the amount of canned fouls on steal attempts, but keep steals balanced so online users can't just spam the steal button.

- Slow the free throw meter down a little, especially for good free throw shooters. On the CPU side of things, poor free throw shooters should miss a bit more often.
- Tone down interceptions by the CPU, as they have a tendency to pick off passes too easily and with superhuman awareness.
- Move behind-the-back dribbles to Down on the right stick so they can be pulled off quickly. The animations also need to be quicker and less awkward, at least for elite ballhandlers.
- Change the Defensive Assist trigger to more of a Defensive Stance trigger (i.e. less automatic movement/positioning). Have it be used to stay in a defensive stance and somewhat locked on your player (just not as much as it is now), at the risk of guarding them too tightly and allowing the drive.
- Allow players to move around while holding up on the right stick for "hands up" defensive stance.
- Remove automatic rebounding, or make it an option as "rebounding assistance".
- When inbounding after a basket, have the ballhandler closer to the baseline. As it is, they're often nearly at half court when receiving the inbound.
- Have the primary ballhandler hang back a bit after a defensive rebound, so that not every outlet pass has to be a long one.
- Simplify the controls for intentional fouls and timeouts. It should be an easy to trigger, single button press, in order to execute as quickly as possible.
- Refine the trigger zone for dunks and layups to cut down on inside cheese, and ensure that there's more of a midrange game/pulling up from midrange is more viable.
- Add more body types for players, and along with a player's weight and strength, have them factor into how physically imposing they are on the court.
- Add quick substitutions, as in FIFA.
- Penalise users for spamming the steal button and overuse of sprint, especially in online play.

Franchise

- In general, bring back the depth and functionality from previous incarnations of Dynasty/Franchise mode.
- Go back to the day-by-day calendar. A week-by-week calendar doesn't work for the NBA, where teams are playing each day. Events and results must automatically synchronise on a daily basis.
- Allow users to control more than one team, and to change the teams they're controlling during the season. At the very least, allow switching control of teams between seasons.
- Improve simulation logic and stats generation for more realistic results, league leaders, etc.
- Recognise retired numbers by not allowing them to be assigned to players (unless manually overridden by the user).
- The league needs to be dynamic and changing, and not just by the user's hand. Have CPU teams trade with each other more often, sign free agents, and offer more trades to the user.

- Add options to control the frequency of trades, frequency and severity of injuries, etc. Basically, start incorporating the customisation options of NBA 2K's MyLEAGUE.
- Increase the number of simulated injuries by default (but again, make it customisable via a slider).
- Add the ability to hire and fire head coaches, as well as other members have staff. Set varying ratings/abilities for staff, rather than having them upgraded with XP.
- Add the ability to freely scrimmage and run drills with your team, so that you can practice with them and increase their chances of improving. There should also be more than one training session a month, with free scrimmages anytime (essentially, make practice available for the user-controlled team in Franchise).
- Add the ability to scout rookies during the season, as in older games.
- Add the ability to edit the generated rookies, so that you can add real prospects if you want to spend the time doing so.
- Add Gameplay options to the options menu, so that we can easily enable features such as in-game injuries, etc.
- Bring back the Trade Block function, so that we can make players available and invite offers from other teams.
- Have players notify you of plans to retire. Allow them to become staff members when they retire, including head coaches.
- Incorporate aspects of the current Collective Bargaining Agreement, including two-way players, 10-day contracts, contract extensions, and so on.
- Add more stats screens, including advanced stats, Per 36 numbers, etc.
- Bring back the standalone/traditional League Leaders screen. The current Player Stats screen is a bit cumbersome, and defaults to the team you're controlling, making it look like there isn't actually a League Leaders display.
- Prevent players from changing jersey numbers unnecessarily, often to uncommon ones.
- Add historical records screens (individual game records, all-time leaders, etc) that update as we play through seasons and break NBA records.
- Add the G-League, or at least allow us to assign players to a G-League affiliate to aid in their development.
- Implement team identities, hot and cold streaks for players, and other "narrative" elements that carry over from game to game on top of any injuries. For user-controlled teams, it will be on the user to break players out of slumps (and also on them to avoid players from slumping).
- Add team re-branding and relocation options.

Ultimate Team

- Add a mode of play similar to MyTEAM's domination, in which you need to beat every NBA team one by one, unlocking team-specific rewards along the way.
- Have better cards available at the start of the mode. The low-rated 60 Overall cards in NBA Live 19 at launch were a turn-off.
- Improve player ratings, especially for Legends players. Many of the throwback cards have glaring errors such as players like Hakeem Olajuwon

and Yao Ming having no midrange game, players being too fast or too slow, and so on.

- Ensure that players who can dunk have the correct Dunk Packages. A lot of players have been unable to dunk in recent versions of LUT, and corrections haven't always been made.
- Add other challenge modes, and additional ways of earning rewards (not just coins!).
- Add more retro content to the collection: throwback jerseys, old school logos, retro courts, etc.
- License some more Legends so that there are more to collect across the league. If they're in LIVE Events, they should be in Ultimate Team!
- Allow the collection of all the cards that are made available in the mode, not just an arbitrary limit. Make it a goal to complete collections.
- Implement a menu like MyTEAM's Collection, in which you can not only view your collection, but immediately search the Auction House for cards that you're missing.
- Change up the GM List tasks and add more substantial rewards for completing each list.
- Increase coin earnings, or slightly decrease prices of packs. As it stands, it's becoming a little much like 2K, forcing users towards microtransactions. All goodwill helps at this point.
- Have more speciality packs, like the Legends Packs with guaranteed throwback players that were in NBA Live 18.
- Add the ability to set minutes and rotations for your current lineup.
- Add the ability to create different lineups that you can switch between (ideally at least five), as in MyTEAM. It's handy for being able to make quick changes when you want to run with different themes (current, retro, etc).
- Increase fatigue in shorter/easier challenge games, so that you have a reason to substitute and use more than just your starting lineup. Otherwise, you end up wasting a lot of contracts.
- Add a Play with Friends option for Head to Head games.
- Implement a giveaway system similar to Locker Codes in NBA 2K.
- Add daily content so that gamers have an incentive to fire up the game and check out Ultimate Team every day (or at least multiple times per week).
- Add the ability to unlock your The One Player for use in Ultimate Team.
- Add court editing and custom branding. If there are concerns with the system being abused, make it unlockable after hitting a certain goal or milestone.
- Limit throwback cards to significant years for significant players.

The One

- Improve camera tracking so that it remains focused on your player, and you don't end up going off-screen in the baseline angles. Automatic zoom-outs would be helpful.
- Allow users to select the jersey you want to wear when shooting around on your One Court.
- Maintain the current approach to fair progression to avoid the mode becoming a painful grind. Avoid pay-to-win mechanics, and retain separate "currencies" for upgrades and items.

- Allow basic accessories - at least for The League - to be directly purchased using Reward Points. It's a chore having to buy a bunch of crates just to get the exact band or sleeve you want.
- Similarly, allow more animations to be directly purchased using RP, but also retain some as unlockable rewards for levelling up.
- Add more options that allow you to roleplay and control your career, such as demand trades, request players be traded or coaches be replaced, make suggestions for the team direction, ask for more playing time, etc.
- Allow more control over ratings upgrades, i.e. choose to update ratings other than just your key skills.
- Add a wider variety of Archetypes/Icon Paths, as the current choices are a bit restrictive.
- Have Traits act more like Badges in NBA 2K's MyCAREER and have them always be equipped as earned boosts/abilities, not a mechanic that needs to be swapped in and out.
- Allow players to unlock new abilities as they level up, such as selecting the team's jerseys before the game.
- Add more stats screens, including advanced stats, Per 36 numbers, etc.
- Prevent players from changing jersey numbers unnecessarily, often to uncommon ones.
- Have a wider variety of Daily Goals to encourage gamers to play more often, and earn rewards to level up quicker (or unlock more gear/shoes/accessories).
- Add historical records screens (individual game records, all-time leaders, etc) that update as we play through seasons and break NBA records.
- Add outdoor court options for our One Court.
- Have the One Court act like more of a hub similar to MyCOURT, and allow friends to be invited on it to play games or just shoot around with you.
- Add a Streets World Tour for Court Battles.
- Add more hairstyles and facial hair options.

Pro-Am, LIVE Run, & LIVE Events

- Improve camera tracking so that it remains focused on your player, and you don't end up going off-screen in the baseline angles. Automatic zoom-outs would be helpful.
- Improve online experience for international gamers. From personal experience, online is virtually unplayable in Australia, with jumpshots in particular being impossible.
- Add squad options similar to 2K Pro-Am, with win-loss record and stat tracking. The ability to customise your team with your own uniforms and court would be great, too.
- Have more NBA-oriented events and reward crates.
- Spotlight more members of the community (we're still down to offer up our logos and assets for an NLSC event!), rather than individuals that have nothing to do with NBA Live or the NBA in general.
- Take positions into account when putting squads together. It's all too easy to end up being placed at small forward when you're a point guard, for example.
- Have Traits act more like Badges in NBA 2K's MyCAREER and have them always be equipped as earned boosts/abilities, not a mechanic that needs to be swapped in and out.

- Kick players for bad and selfish play (such as dropping below a certain Teammate Grade).
- Allow us to pick our own squads for Solo LIVE Events.
- Allow the game to be paused and Instant Replay accessed in Solo LIVE Events.

Roster Management & Customisation

- Implement the new thirteen-player active roster.
- Add two-way player contracts, both for the default rosters and Franchise/The One.
- Implement the correct default home/away jersey assignments, according to what real NBA teams are doing. Have other teams switch jerseys accordingly if there's a conflict with your choice.
- Bring back the Trade Player function when editing the default rosters. Only having an Assign Player function slows things down, since you can only move one player at a time.
- Expand Edit and Create Player to include access to full bio data and attributes, including Draft information and any currently hidden tendencies that will affect gameplay.
- Add a bigger variety of hairstyles and facial hair options for both The One Players and regular Created Players.
- Add the ability to share custom rosters/sliders with other users. A public file sharing server like the ones in NBA 2K/WWE 2K would be ideal, as it doesn't require you to add other users as friends to share with them.
- Add the ability to change animation packages (jumpshots, dribbling, dunks, etc).
- If it's technically feasible with the art and model files, allow us to edit all accessories, including headbands, undershirts, etc.
- Add the ability to create and share custom Draft classes.
- Add the ability to edit coaches and staff.
- Add as many gameplay sliders as possible, so that the gameplay experience can be tweaked to our liking. Default settings should be tuned for realism, though.
- Allow sliders to be adjusted by single points for better fine-tuning.
- A lower priority, but in the long run, Create-a-Team and editing of any All-Star/bonus teams (if included) would also be great to have.

Other Modes, Features, & Content

- Bring back a standalone Playoffs mode, so that we can create our own Playoff brackets and play through a postseason at any time.
- Bring back a proper 1v1 mode, with scoring. The scrimmage is nice to have for practice, but we miss being able to play actual 1v1 games.
- Bring back BIG Moments and LIVE Season/Dynamic Season.
- Feature Legends outside of Ultimate Team, such as the old Decade All-Star teams from a couple of generations back.
- If there's a chance Legends like Michael Jordan can be signed (i.e. assuming they don't have exclusive deals with 2K), get them into the game!

- Bring back a standalone All-Star Weekend mode with a Dunk Contest and Three-Point Shootout. Also incorporate it into Franchise and The One. The old mechanics would still be suitable today.
- Add more retro jerseys, not just the ones that are being worn on certain nights during the current season. Allow these to be selectable by the user, and obtainable in Ultimate Team.
- Add other special teams for additional bonus content, such as FIBA or Euroleague teams.
- Add a season/career mode for the WNBA teams.
- Add a Play with Friends options for Head to Head, so you don't always have to play random opponents (or try your luck when a friend is online).
- Add more shoes and gear, especially NBA accessories with Nike branding.
- Add the BIG 3 League, if it can be licensed. The framework is already there with 3v3 gameplay, so it would be really cool!

Presentation & UI

- Have all measurements in feet, pounds, and inches, or add the ability to switch between imperial and metric measurements. Metric measurements are very distracting to have in PAL regions, and detract from the accuracy of the presentation.
- Replace the commentators. While the dynamic commentary has been refreshing, the current duo isn't as good as the lead NBA on ESPN team.
- Alternatively, add more ESPN announcers (including Mike Breen and Jeff Van Gundy) and rotate the teams game-to-game, similar to NBA 2K.
- Make menus more user-friendly and attractive. The main menu in NBA Live 19 in particular seemingly hid most of the features and looked cluttered, but the UI needs an overhaul in general.
- Decrease loading time between menu screens. Going into the wrong screen is particularly painful with the current loading times.
- Bring back the pause menu between quarters and at halftime, so that you can change strategy and make substitutions before the next quarter begins.
- Bring back quarter-by-quarter stats displays in the Player and Team Stats screens.
- Players look great close-up, but a lot of the detail is lost from gameplay camera angles. Whether it's the size of the players relative to the court or possibly the zoom, it's something that should be resolved to ensure that the player faces and models stand out better during gameplay.
- Cut down on dead spots in commentary. Include more anecdotes, and lines that discuss what's been happening.
- Expand the atmosphere setting options to include Pre-Season, Regular Season, Playoffs (Early Rounds), Conference Finals, and NBA Finals.
- Improve crowd reactions so that they react accordingly to the flow of the game. Less excited during dull games and blowouts, rabid when it's a competitive game between rivals.
- Add more camera options, such as the ability to edit zoom level.
- Continue to tweak lighting effects for a more realistic look.
- Add assistant coaches next to the head coaches on the sideline.
- Order teams in the menu alphabetically by city/location, rather than name (or include the option to do so)

- Resolve legacy bug with screen not being properly centred on some TVs. Manual adjustment controls in the visual settings would be handy to have here.

Miscellaneous

- Port the game to the PC (if it has to be released through Origin, so be it!). Ideally, allow it to be modded with roster and art files that can be opened with readily available software (or better yet, some official tools!).
- Provide additional pre-order bonus content, such as a set number of weekly Ultimate Team packs, a permanent card for Ultimate Team, a handful of Skill Points/Reward Points for instant upgrades/gear purchases, etc.
- Add an old school camera angle, similar to the isometric angle in NBA Live 95 for a throwback experience.
- Likewise, simplified old school control options, similar to what the NHL series has done.
- Changing menu art depending on your "Favourite Team" setting.