**Construction Site Manager**

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| **Project Name:** | Construction Site Manager |

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| **Client Name:** | Prof Billy Hare  Dr Kenneth Lawani |

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| **Client Background:** | Both clients are lecturers at GCU and have a wealth of experience working and researching in the construction and surveying industry, especially regarding health and safety practices employed. |

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| **Project Brief:** | Construction site managers have some of the most difficult jobs in scheduling and managing a construction site in order to make the process as smooth as it can be while adhering to strict timelines, working with many sub-contractors, general chaos of a construction site and crucially looking after their own workers on site.  This game focuses on the human side of a construction site by engaging with your workers under difficult circumstances. The game puts you in charge as a construction site manager in story based narrative game where you talk to your workers to try and solve problems and see the outcomes – good or bad!  For instance, imagine that a worker asked you the location to store delivery of goods and another worker tells them to store it in a different location. It becomes your responsibility to make the right decision (or not) whilst you try not upset your workers. Perhaps from repeated dealings with your workers some become obnoxious and feel you are singling them out. You would have to try and smooth over the relationship with them to get them back on your side and perform well, or in the worst case scenario fire them but this will have lasting consequences on workers across the whole construction site. Events could feature into this story such as accidents and how you deal with them would be reflected in your workers attitude towards you. These could also be caused by you from engaging in shady practices or not following health and safety procedures properly. Maybe as a construction site manager you cut corners to save on costs or time for example, which causes these events to happen and you then must deal with the fallout.  There is lots of scope here to present an engaging and gripping story in a narrative based game which is designed to put the player in the role of a construction site manager and the complexities they must face. |

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| **Project Requirements** | |
| **Platforms:** | WebGL or Mobile |
| **Number of Players:** | 1 |
| **Game Length:** | 30 minutes in total perhaps? This is flexible. |
| **Target Audience:** | Adults that are learning about construction industry, but more generally it would be nice for the story to appeal to a wider context and make it fun and interesting for anyone to play. |
| **Additional Requirements:** | Ideally, we want this to be played as easily as possible by people hence the target platforms. This means the game should have simple controls and be intuitive to play. Therefore, this should be thought about when designing the experience. Please have a look at other dialogue based narrative games. |

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| **Additional Information:** | The focus of the game is about your interaction as site manager with your NPC workers. Health and safety concerns should also feature in this game, such as accidents that happen due to bad decisions being undertaken in the game that happen due to carelessness or employing bad procedures. |