



One building represents the trainings on one topic, for example knowledge of legislation.

The more advanced a player becomes, the higher he scores on the training tests, the higher the building will become. A 100% score of the test will show the building at 100% of its height. In this way, the performance is visualized in his own neighbourhood. The buildings will be shown in the company on a department level, company level (like KPMG Amstelveen) and a global level. Each player is aware of its own score and is able to see the scores of the department, office and global KPMG.

Inside each 'building' the training will take place, in the office. These trainings are the minigames.



The building exists of several floors. If the player has finished a training level in a office on a particular floor, stairs will pop up to the next floor with a more advanced training.

The exact minigames will depend on the content of the trainings, which will be provided by KPMG soon. The minigames will take place in a business environment. They will be single player minigames. The player can see the other performances on the 'worldview' setting on a department, office or global level.