# KPMG-City

KPMG-city is a game that will be designed for KPMG. The purpose of the game is to create a fun environment for KPMG’s personnel to learn compliance and risk management. Currently, these subjects are taught using online courses which the personnel see as boring an ineffective. With the game, the learning should be made fun and thus a lot more effective.

## Concept

In KPMG-City, the player is part of the governing group of a city. In this function, he comes into contact with several situations (mini-games) that teach and evaluate his compliance skills. Correctly completing these situations increases the player’s scores in the specific compliance topics. In the city, the player gets a building for every topic he started and these buildings will get bigger depending on his scores in that topic. Depending on your job grade, you can start at certain buildings and depending on the height of your building more mini-games will become available.

The city is not governed only by that player but by his whole department and it will thus exist out of all the buildings of all the players. This city is of course part of a country, which includes cities for every department in that office. On a world view, there is thus a country for every office within KPMG. This hierarchical score-structure will be developed to support competition and social pressure between players in a department, departments in an office and offices in KPMG.

By playing the game, the player will not just score points in the topics, but also earn in-game money which they can use to customize their buildings, the city and their own virtual office. In this virtual office, the player receives messages concerning new missions and events. Also in the office is a trophy case. By completing certain objectives the player can earn trophies like “Master of compliance” or “One test is enough”. This will stimulate the player to perform better in the game.

To support the several competitive elements, the country and world map can be displayed on screens throughout the office buildings. This will inform employees how there department (and their office) is doing compared to the others.

## Engine

The idea is to have the main game world in an isometric environment. The player can walk in between buildings, enter them and visit different office floors. So the game engine should support this viewpoint. The minigames can vary from point-and-click to quiz type minigames to maybe even a full 3d environment (if necessary in a training).

Furthermore, access to the game should be easy for KPMG employees. The best way to provide this easy access is through the browser. This means that we will use a game engine that has either a web player or has to ability to convert the game to html5/javascript.

The current considerations of engines are:

* Unity (http://unity3d.com)  
  This engine might be overkill but it supports everything we are looking for. It also has a web player which requires to install a browser extension. Unity gives the most control over the gameplay elements compared to the other engines.
* Isogenic Engine (http://www.isogenicengine.com)  
  This is a native isometric game engine which exports the game in HTML5/Javascript. This makes it easy to use for players but some flexibility is lost because it only supports 2D minigames. TU Delft probably does not have a license for this engine so this must be purchased as well.

Our preference is Unity because it gives more control and freedom that will be needed in developing the minigames. It is also a better choice when the game is going to be developed further after we delivered the prototype in January since Unity is a well-known engine. It shouldn’t be hard to find game studios that work with Unity. Unity does require an extensive amount of work because of the freedom we get. So this has to be taken into account.

## Art