**Requirements**

Contents

* There must be evidence (per minigame/chapter) of the fact that the player has obtained the required knowledge en finished the training. (e.g. in 1 mini game through a quiz)KPMG will deliver the required knowledge for 2 mini games to be included in the Game Concept.
* The game should stimulate behavioural change
* The player is able to select various trainings. However, players can also be forced to do a training in order to succeed in the game.
* The game contains 3 different training elements in which different gaming techniques/principles are embedded. E.g. a mini game, a scenario, a battle, an interactive movie etc..
* The game contains an enviroment/’world’ in which a player moves about and he/she is able to move towards and start training elements (e.g. mini-games) at various locations. For the Game *Concept* the environment can be reduced to a preview in which a player can move towards the created training elements.

Technical

* The game can be played on a standard KPMG laptop. (Intel i5, 2 GB, Windows 7)

Gameplay

* An adventure based game like ‘World of Warcraft’
* Player development is explicitly visible in the game (e.g. achievements, experience points, unlocks, etc..)
* A player is able to do single player trainings.
* 1 training element should contain multi-player characteristics. (e.g. battle your colleagues, competition, cooperation)
* Ranking between departments/offices or other groups of players
* Dashboard functionality per player and at group level displaying progress and development.
* Dashboards can be exported from the game to (t.b.d.)
* Each player has a job grade. E.g. A t/m E. Job grade could be loaded through an interfaces with the HR department.