**Scania LEAN Production Game – GDD**

**Theme**

A Scania themed party game which offers the possibility for anyone to join in using just their smart phones web browser.

**Concept**

Scania Truck orders are flying in like never before and now the organization faces the toughest challenge in history to meet the demands. “FREE LUNCH AT SJÖKRINGLAN FOR A YEAR FOR THE BEST PERFORMING TEAM” encourages the CEO the two production line teams.

The two teams, more dedicated than ever leaves the coffee room heading towards the assembly site. “OH NO”, yells a Line Manager as they enter the site. “NOROVIRUS HAS BROKEN OUT AT SOME PRODUCTION SITES, SOME COMPONENTS’ AVAILABILITY WILL BE LIMITED!!”. The employees goes to their assembly station knowing what is at stake...free lunch at Sjökringlan for a year!!

Using your smartphone as a controller, this browser based game takes you through the LEAN fight towards truck manufacturing glory. Team up with other Scania colleagues and show who’s got the most effective production line, with limited availability on resources.

**USP**

* Anyone can join in owning a cell phone and connected to the network.
* Practicing team collaboration for efficient manufacturing
* Running Node server on AWS.
* Utilizing sockets for seamless multiplayer action in browser.

**Gameplay basics**

**Joining the game**

Joining the game is very simple. Just go to the acquired URL on your cell phone, enter a nickname and you will be added to one of the teams and prompted with controller tutorial.

**Scoring**

A team gets one point for every completed truck.

**Blueprint**

A blueprint will be for what components are needed to build a completed truck. One truck must be completed before you can start on another one. You can’t store parts for later truck builds. *Add inventory possibility?*

**Movement**

On the a D-PAD with 8-directional movement will be possible (up, down, left, right, diagonally).

**Picking up items**

You can pick up an item by moving into it. It will automatically picked up.

**Assemble item**

You can assemble the item by moving into your team’s station while carrying it.

**Discarding item**

You can discarding an item by walking with it into the trash bin.

**Steal item**

On the cell phone a button will be present which when pressed will let you steal an opponent's item if you are up close with him/her.

**Spelplan**

<level design sketch example>

**Tutorial**

Describes movement with D-pad, stealing with button and automatic item interaction by collision. Put in random team, most trucks completed within time limit wins.

**Characters**

Simple playable characters.

**Development techniques**

**Browser support**

**Device support**

**AWS**

**Node**

**JavaScript**

**Socket IO**