HICH This multiplayer HTML5 serious game combines a custom 3D framework with an advanced business simulation, to provide a fun and social learning tool for Diageo staff.

CASE STUDY Bar Sim Game

CLIENT Diageo

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SKILLS HTML5 GAME DEVELOPMENT SIMULATION DEVELOPMENT MULTIPLAYER GAME DESIGN GRAPHIC DESIGN UX DESIGN PHOTOGRAPHY IIS WINDOWS SERVER BALSAMIQ GITHUB NODE THREE.JS JQUERY MYSQL PHP JAVASCRIPT ES6 HTML CSS

Bar Sim Game was designed to reinforce learning during a two-day training course. It's played by four teams of three people, where each team has a laptop and controls the marketing budget of a simulated bar. The goal is to maximise end-of-year profit, with help from a facilitator who can monitor their progress in real time.

An outline for the game mechanic and learning objectives had been agreed before I came on board. I produced a detailed functional spec and wireframes, wrote all of the code, and worked with the client's art director on graphic design and photography.

I created a custom framework on top of Three.js, which allowed us to create the 3D bar scene very quickly, and add real photos of Diageo's staff drinking at the bar! I also built a custom business simulation, which models bar staff and customer behavior, footfall and stock levels, to realistically calculate sales and profit.



Developed during this project

FLATLAND For high performance animated 3D scenes, with optional physics, shadows and focus SIMULATION Each minute is simulated, using a repeatable sequence of seeded random numbers DUMPSTA An ASCII interface helps visualise and balance the game's simulation dynamically **ZIPGRADE** Automated deployment to staging and production servers, using GitHub webhooks OOMAKE Transpilation, concatenation and minification of JavaScript 2015 (ES6) source code ES-SWITCH Switch between source ES6, concatenated ES6, transpiled ES5 and minified ES5

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