**Design Document**

**Introduction**

A lone worker is an employee who is required to carry out their job on their own; in public or otherwise. For example a traffic warden is a lone worker. This kind of job can carry risks and it is the aim of this game is to help promote worker awareness and Dynamic Risk Assessment.
The responsibilities of the employer are to make sure the employee is properly trained to deal with any kind of situation and react appropriately and responsibly should a problem arise.
Risk assessment is the process of identifying immediate or possible dangers in and around the client’s home. Objects such as electrical devices or unattended hot cookers are all risks.
Working alone can offer all kinds of personal security issues and so lone workers need to take extra care as they won’t have a co-worker at hand to help them immediately should something happen. Be it an accident, an incident or encounter with a member of the general public working alone can be dangerous.
When working alone within the public lone workers need to consider a number of things to ensure their safety. Factors such as the location of the property, dangerous items lying around, vicious pets and even the occupants themselves.

**Objectives and outcomes**

The objective of the game is to help deliver lone worker awareness through an effective interactive game. The game will help the player use his initiative to spot risks upon entering a customer’s home alone to complete a job.

In the game, you play an electrician paying a routine visit to a customer’s house to perform a simple meter reading. During your visit you will need to assess and identify the possible risks faced during your visit that could pose potential threats to the player using a point and click check system.

**Description of narrative**

Introduction:

Welcome,

This game will teach you on the awareness needed when operating as a lone worker within residential districts.

You will need a keen eye and constant lookout for potential hazards when working within a customer’s house.

**SCENE 1**

-CUTSCENE-

Co-worker is talking to the player character on the pavement in front a row of houses

Co-worker: I need you to go and check the electric meter at number 18.

Geoff: No problem mate

-END CUTSCENE-

-GAMEPLAY-

Text box appears at the bottom of the screen, clicking on it will open the text box out with the following listed;

Do you know what to keep aware of?

1. Knowledge- History of the house's occupant (Does the customer require special precaution?)

2. Observation- Observe your surroundings

3. Awareness- Where the occupant of the house is at all times

4. Perception- Hazardous and potentially hazardous objects!

After closing the text box the player character can then proceed to walk towards the house. On arriving at the door the NPC 'Agatha' is looking through the door at the player character.

-End Scene 1.

**SCENE 2**

-CUTSCENE-

The player knocks on the door causing Agatha to open the door

Geoff: "Good morning, I'm here to check your electric meter"

Agatha: "Oh lovely, please do come in"

Geoff: "Thank you"

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[Player character enters house with Agatha talking to him with Agatha blocking the stairs]

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Geoff: "where's your meter please?"

Agatha: "...I think it's in the living room just here"

Camera fades out to black

-End scene 2.

**SCENE 3**

-CUTSCENE-

Camera fades in from black revealing the player character standing in the living room near the door, Agatha is standing in the door frame to block exit until interactivity is completed.

-END CUTSCENE-

-GAMEPLAY-

'LIVING ROOM' Interactive content:

-Scissors. "Safety Tip: "Can be used as potential weapon"

-Electrical Appliances. "Safety Tip: Watch out for damaging electrical appliances"

-Oxygen Tank. "Safety Tip: "Be wary of medical equipment belonging to customers"

-Toy Gun. "Safety Tip: "Beware of toys and small tripping hazards"

When the player chooses to they can talk to Agatha Again to choose to either check the kitchen or stay around and look more.

((On talking to Agatha a Safety Tip will first appear before interactive dialogue))

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"Safety Tip: Stay aware of where the house's occupants are at all times"

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Agatha: "Is it here?"

((Two possible replies can be given to either stay or move onto the Kitchen))

Geoff: "Sorry but it's not here either" (Move onto Kitchen)

Geoff: "I'll have another look" (Stay in Living Room)

((On selecting the option "Sorry but it's not here either" the camera will then fade out to black))

-End scene 3.

**SCENE 4**

-CUTSCENE-

Camera fades in from black revealing the player character standing in the kitchen near the door, Agatha is standing in the door frame to block exit until interactivity is completed.

-END CUTSCENE-

-GAMEPLAY-

'KITCHEN' Interactive content:

**Game Mechanics**

Using the Thinking Worlds program our level designers will use the tools given to put together a playable situation in the form of a game level. The game will have two sections. The street where the player will approach the house of the customer and knock on the door to gain entry and the house interior. The house interior is made up of three different rooms the hallway, living room and the kitchen. Each will have a set number of risks for the player to identify while they locate the meter.

**Featured Hazards to locate**

**Kitchen**

* Knives
* Hot Food
* Heavy Pans
* Cooker
* Fryer

**Living Room**

* Scissors
* Electrical Appliances
* Oxygen Tank
* Toy gun