

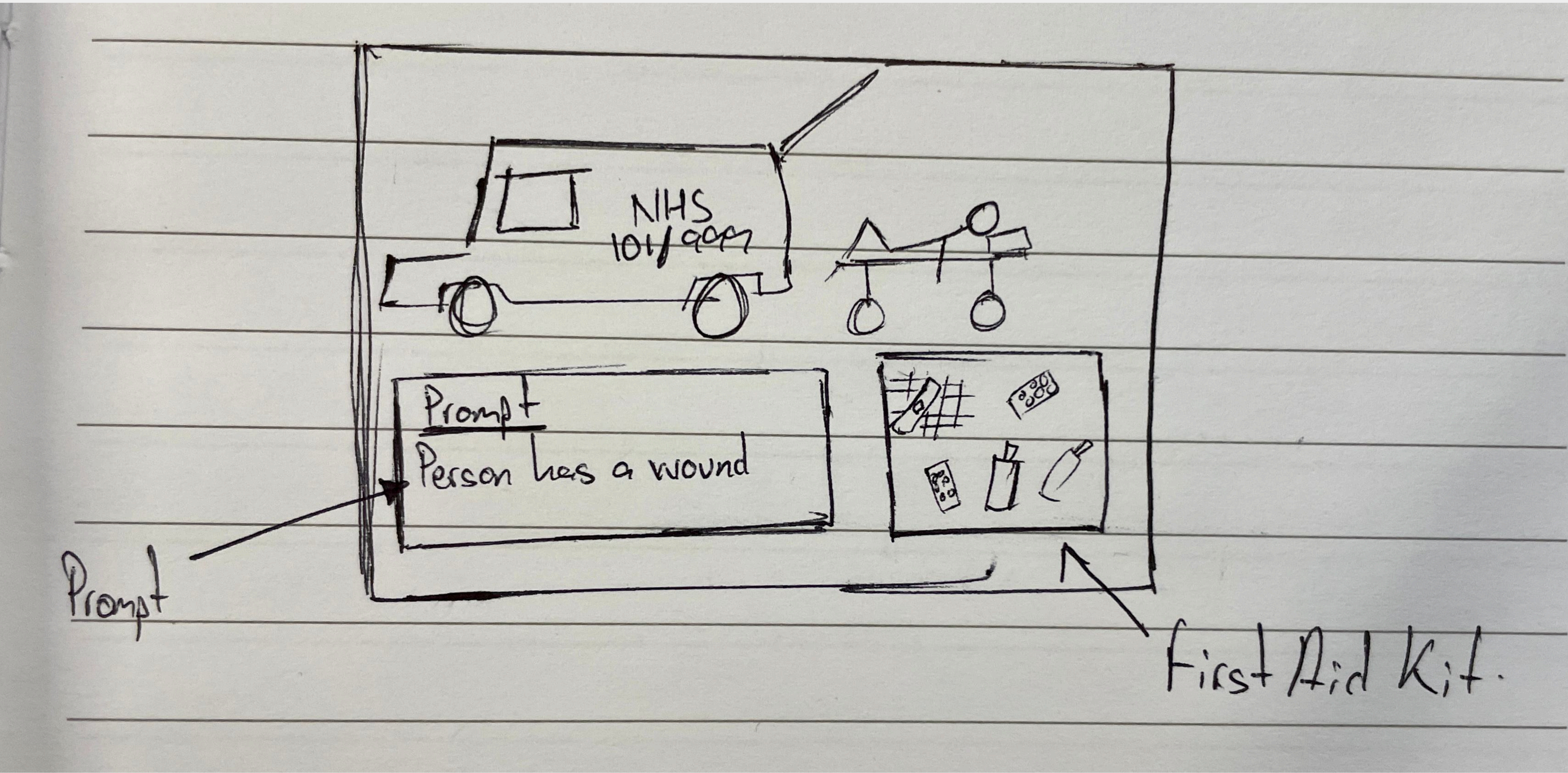
# NHS Mini Game

## Concept

To teach kids how to use a first aid kit

## Mechanics

- 1. User gets a prompt to know what the emergency is (eg. "A man has a really bad wound")
- 2. User gets a prompt to let them know which tool they should use (feature can be disabled/enabled depending on age group)
- 3. User drags and drops the tool from the first aid kit that best suits the emergency to the injured person (eg. user selects disinfectant, and then dressing/bandages)
- 4. Game ends, user gains resilience points, city begins producing resources again.





# Emergency Variations

Table 1

Prompt	Procedure	Type of emergency
“I’ve had a really bad allergic reaction”	Antihistamines	101
“I’ve had a bad fall”	Ibuprofen	101
“I got a really bad cut”	Disinfect, bandages	101
“I’ve burnt my finger”	Use an antiseptic, and then burn gel	101