

THE ADJUSTMENT POOL / OMSTILLINGSPULJEN

MARKET COVERAGE REGARDING PURCHASING

Market hedging prior to entering into an agreement on:

An online computer game about the Public Procurement regulation and -process

GENERAL INFORMATION

Offer title: Public procurement game

Company who is buying: Nohrcon ApS

Address: Rabarbervej 2, 2400 Copenhagen NV, Denmark

CVR no .: DK-30 60 76 35

Date: 28th of May 2021

Deadline for offers: 11th of June 2021

Questions and offers are directed to: Jesper Nøhr Kjærsg

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A. PRESENTATION OF PROVIDING COMPANY

Nohrcon is a privately owned and independent Danish-based company. We are specialized in organizing courses and conferences, and we organize hundreds of courses, conferences and study tours each year in Denmark, Norway, Sweden, Germany and France.

The target audience consists of practitioners in both public and private sectors. We are here to help those who work with practical issues within such areas as the building sector or with public procurement, but who would like to be updated or introduced to more professional or legal matters.

Now, due to the Covid19-pandemic we would also like to provide online learning in the Public Procurement (PP) regulation and -process.

B. DESCRIPTION OF THE TASK UNDER MARKET COVERAGE

SOFTWARE SPECIFICATIONS

The Software implies an online educational game. The game's objective is to familiarize players with the most important parts of European Public Procurement law in details and realistic work-life examples, which they can relate to.

In the game, a player is a public side of the Public Procurement, whose task is to go through the whole process. In order to do so, they need to get acquainted with the law and complete the whole lifecycle of the Procurement process by themselves, by visiting different institutions and parties involved.

The player has his/her own office, where they track the tender application progress, from different "bricks" – which are part of the tender project connected with real parts of the public procurement law.

The bricks are unlocked by visiting all the involved parties and completing different mini games, which are related to the most important parts of the law.

The player also has his notepad-logbook, where all unlocked bricks and changes in the law are stored in a way, it would be convenient to revisit and refresh the knowledge of the law.

The game is divided into several phases. The phases are divided into objectives, which may be considered as quests. The player needs to take certain actions and complete thematic mini games to fulfill them.

1. The game should cover the following parts of working with PP

- Communication. Talking to market stakeholders before and during the tender process. What is allowed during this dialogue and what is not?

- Showing the pipeline, i.e. all the steps and stages from preparing the procurement process till the end. Including possible changes in the already active contract and such.

- Showing the relevant laws and regulations. Having a list and some brief info on each law and regulation involved.

- Showing the best ways to approach the initial stage of PP for both parties. Preparing all the legal documents, project documentation and such. Choosing the evaluation methods.

2. Technical requirements

- All the documentation required to start the full-scale development of the game.

- In-game law wiki joining in-game dialogues and player's log with full text of law (Public Procurement for EU);

- Calendar system designed to track deadlines;

- Interactive city map based on the central area of the city of Copenhagen (Denmark) with a possibility to quickly adjust the whole map and/or specific buildings on it;

- Working user interface for main screens;

- Game quests & mini-games (amount to be decided based on how much games and quests are needed in order for the person to get the knowledge of PP law).

- Dialogue system (filled with dialogues based on Public Procurement law).

- The game should be based on the existing foundation and technology of existing AB18 game or similar.

3. Additional requirements

- The Intellectual Property rights of the game and the platform should be owned by Nohrcon.
- Possibility to expand the game with scoreboards, personalized content (buildings, dialogues, characters) and tests.
- Technical support for the game after the development.

C. GOALS AND SUCCESS CRITERIA

The tenderer's successful delivery includes the following measurable results, milestones and sub-goals.

Activity	Milestones
Draft of the base educational structure	Game foundation research. Game structure of learning points. Consultation and evaluation of Game foundation.
Game design document	Full Game design document for the project, based on the prepared educational structure.
Architecture of the application	Building project specifications including a working pool of software engines and frameworks (Unity Engine, back-end). Basic structure and specification of the database. Decision on project architecture according to game design specifications. Building structure and client interaction protocol for the webpage.
Key functionality of the application	Implementation of the project's critical functionality, including game scenes and transitions between them.

	Creating necessary placeholders for the main controllers.
Web back-end	Back-end implementation including database, player's profile (progress and statistics). Development of the API for the game client (license management, profile), and web interface (payment gateway, login system, licenses acquiring).
Web front-end	Building layout and technical basis: registration, login, and view profile pages, including the web version of documents such as legal and logbook. Implement game data interaction between the game's webassembly build and the web client (transferring database, profile, and other information).
Graphic mockups of the game's concept	Game concepts and design mockups.
Game scenario	Complete script of the game (dialogues, connecting texts). Technical scenario (detailed sequence of the story).
Core gameplay functionality	Implementation of core controllers and finalizing interfaces for gameplay functionality (mini-games, player progression, dialogs).
	Implement and set up base storyline/progress framework
	Dialogue framework
	Educational mini-games: Design and Development (3+ mini-games).

	Core functionality of in-game documents (working with legal text, annotating, interactions between logbook and legal documents).
Client-side implementation of online services	Implementation of the API for online services into the client (profiles, cloud saving/loading, license verification)
Graphical user interface	Artwork, User interface, Visual consistency. Build UI/GUI according to mockups provided by Artists, integrate base artwork into the project.
Sound	Sound design (SFX, ambient backgrounds).
Playtesting and fixes	Perform alpha playtests. Define problems in gameplay and bugs. Work on fixing most important problems (game design changes, critical bugs, etc.)
Finished product	Implementation of sound effects. Implementation of animations. Implementation of localizations. Fixing of issues identified during the playtest. Optimization. Integration of analytics system. Automatic crash reporting service. Alterations and polishing.

Finished product should be the working game, with all the features working properly.

The deadline for the finished product is 30/11/2021.

D. EXPECTED CONTRACT SUM AND OFFER SPECIFICATION

Expected contract amount

Nohrcon expects that the total contract amount for the software delivery will be a maximum of DKK 580.000.

The written offer

Nohrcon expects written offers which include at least:

- A short presentation of the Tenderer with references and track record.
- Written confirmation that you can live up to the requirements described above.
- Nohrcon requests to receive the offer no later than 11th of June at 12:00 noon. Offers should be submitted by email to:
jnk@nohrcon.com
- Indication of price
- Expected schedule
- Possibly prerequisites for the offer

We emphasize that the tenderer may only offer the requested delivery.

The final offer is selected between the offer's based on an assessment of the best relation between price and quality.