**MASTER EVENTS LIST**

**Wildfire - Wildfire 2.1**

21/03/2021 07:59:49

# Day 1

| Serial | Timing | Event | Description | Discussion | Responsible | Tasks & Data |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 09:00 - 0905 | Business As Usual | Business as usual  Player is familiarised with environment and role.  Introduce the "Bushfire Tracker App" | Establish player role as regional manager. |  | * Wildfire Emergency Plan |
| 2 | 0905 - 0910 | Power goes down | Player is alerted to power outage in area.  Communication centre has gone down.  Emergency communication with staff and customers |  |  |  |
| 3 | 0910 - 0915 | Fire incoming | Situation evolves rapidly.  Player must make a number of decisions on staff wellbeing:  - where are staff members?  - where do we relocate to/do we relocate at all?  - can we shift workload onto another site? | Geo-tagged social media is used to highlight where the fire is and how it's spreading. |  |  |
| 4 | 0915 - 0930 | Fallout | Scenario concludes for now.  Players asked what to do after the evacuation order. |  |  |  |