**MASTER EVENTS LIST**

**Snowstorm v2.0 - Snow\_Storm\_Worlds**

20/06/2022 15:51:50

# I've opened PLAYER VIEW

| Serial | Timing | Event | Description | Discussion | Responsible | Tasks & Data |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 5 minutes | SET UP | Open main channels, allow players to get familiar with the virtual desktop. |  |  | * Social media * Mail * Log * Internal messaging channel * SocialWatch * Checklist * Staff Availability * Maps * Drive |
| 2 | 10 mins | PHASE A - WEDNESDAY | Supermarkets report of panic buying, media reports  Schools announce they will close on Thursday  Dept of Transport urges people not to drive unless necessary, announce limited schedules and closures on Thursday | Determine impact to daily work  Determine impact to clients and vendors  Establish information sharing with other departments, clients, vendors and regulators  Determine who they need to contact  Make storm preparations and instruct staff |  |  |
| 3 | 10 mins | PHASE B - THURSDAY | Power lines by office are down  20% of staff report unable to work  Sr mgmt. tell staff to WFH if possible  12in snow by afternoon  Interstate, local roads and public transport are now closed  OEM has announced no road travel unless in emergencies  18in by Friday morning  Supermarkets are limited or shut  Utility companies are sending engineers out for repairs |  |  |  |
| 4 | 10 mins | PHASE B - FRIDAY | Continuation of events.  Players should begin to contingency plan for next week and consider the longer term impact.  Issues exacerbate. |  |  |  |
| 5 | Final 5 mins | PHASE C - MONDAY | Recovery phase.  Players should be seeing things return to normal and how their predictions turned out. |  |  |  |