

# Trauma 1.0 GUI Case Configuration - CaseConfig

From Main Menu

**Case Configuration**

- Create New Case
- Load Case from Template
- Exit

**CASE CREATION** Jack Sava Trauma Header Image

**Basic Information**

Basic Info | Injuries | Events | Team

Title: [Keyword of Injury]

Sub-Title: [Date and/or Time]

Description: [Description of the case from EMS. Be careful not to give away any information to the player that would give them an advantage]  
Max Character Limit

Image: [Image Thumbnail] [Image Thumbnail] [Image Thumbnail]  
[Image Thumbnail] [Image Thumbnail] [Image Thumbnail]

**BLUNT TRAUMA**  
Friday -- 2:13 AM

A 30 Year old female driver involved in a high speed roll over motor vehicle accident. Car was traveling approximately 65 MPH. Patient was wearing a seat belt. Airbags deployed. Expected alcohol was involved with the incident.

LIVE PREVIEW

EXIT BACK NEXT SAVE

**Save Changes?**

Would you like to save your progress before you exit?

NO YES

**Save As ...**

Case Name: [Sava\_MVA01.case]

CANCEL SAVE

**CASE CREATION** Jack Sava Trauma Header Image

**Dynamic Events**

Basic Info | Injuries | Events | Team

Event	Parameters
<input type="checkbox"/> Patient has a bad airway upon arrival	[NA]
<input checked="" type="checkbox"/> Patient vomits quickly if not medicated	[90] Seconds
<input type="checkbox"/> Patient becomes Bradycardic unless SAO2 is verified after ventilation	[120] Seconds Delay before Crash
<input type="checkbox"/> Automatic Blood Pressure cuff reads error if not manually verified	[120] Seconds Delay before Error
<input checked="" type="checkbox"/> Patient becomes combative if not sedated	[NA]
<input type="checkbox"/> Ventilator is incorrectly set once connected	[40] Percent Airflow
<input type="checkbox"/> Patient enters cardiac arrest and can be defibrillated	[NA]
<input checked="" type="checkbox"/> Primary Nurse automatically connects the patient to the vitals	[90] Seconds Delay from Start

EXIT BACK NEXT SAVE

**CASE CREATION** Jack Sava Trauma Header Image

**Injuries**

Basic Info | Injuries | Events | Team

Primary Injury: [Pelvic Fracture]

Secondary Injuries:

- External Bleeding
- Fever
- Skin Laceration
- Ear Infection
- Fractured Leg
- Allergic Reaction
- Fractured Arm
- Head Contusion

Vitals (Initial / Target):

HR: [-1] HR: [-1]  
SYS: [-1] SYS: [-1]  
DIA: [-1] DIA: [-1]  
SPO2: [-1] SPO2: [-1]

Estimated Time to Death: [25 Min]

Patient Model Image

EXIT BACK NEXT SAVE

Patient Model is tied to Primary Injury selection, not configurable by admin

This number is generated based on the injuries selected by the player. It should update as primary and secondary injuries are toggled

**CASE CREATION** Jack Sava Trauma Header Image

**Team Members**

Basic Info | Injuries | Events | Team

Available Staff:

- Procedure Resident: [Marcus] 3 Yrs Experience \*
- Airway Doctor: [Sara] 5 Yrs Experience \*
- Respiratory Tech: [Heather] 1 Yr Experience
- Primary Nurse: [David] 10 Yrs Experience \*
- Scribe Nurse: [Jamie] 5 Yrs Experience \*
- Xray Tech: [Kristen] 1 Yr Experience

EXIT BACK NEXT SAVE

\* Parameters (planned feature)

Admin can choose experience level presets. Will determine how responsive the AI is to the patient, i.e. how helpful or how often they stay quiet, reaction time and error prone