Team: MacGeekPro

Project Name: Not-Malware.exe

Game Design Document

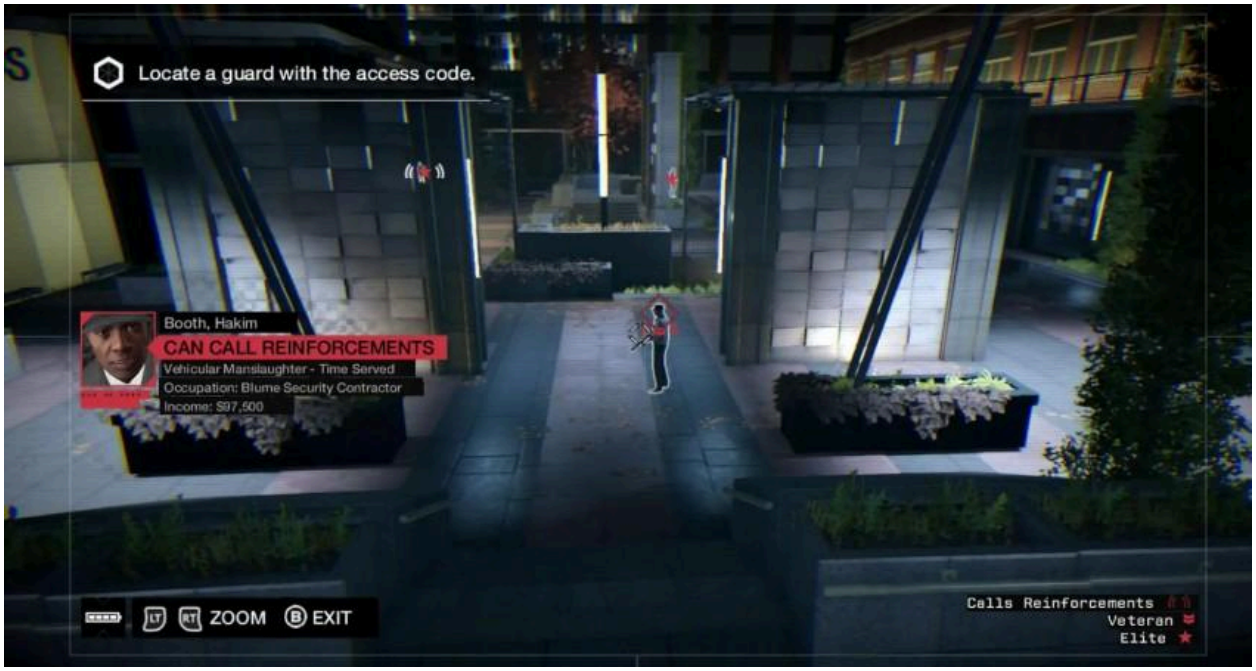
Theme:
I Am the Weapon

Introduction:
1.1 Purpose:
- To create a completed project and learn about game development through all design cycles.

1.2 Scope
- Utilize the KISS method and keep ideas to a minimum. Focus on creating a simple, completed game loop on time.

1.3 Overview / Pitch
- *Not-Malware.exe* is a simple strategy game where the player is a worm style malware present on a user's laptop from home. You are introduced into the Evil Corp network when an employee brings you into work via a BYOD work policy. Once you join the network, your task is to spread to as many computers as possible without being caught by the sys admins.

Inspiration:
- Watch Dogs



Win Condition:
Infect the domain controller to take complete control of the network.

Lose Condition:
Trigger AV alerts enough that the sys admin will come investigate and kick you out of the network.

Tools:
- Unity
- Photoshop CC
- Audacity

To-Do:

- ☑ ~~**Create main menu**~~
- ☐ Story intro
- ☑ ~~Create office building~~
- ☑ ~~Open floor layout workspace is the starting area.~~
- ☑ ~~You can view via the webcam.~~
- ☑ ~~As you infect computers, you install a crypto miner.~~
- ☐ This resource can be used to upgrade capabilities such as:
    - ☐ Infect other systems(TV, printer, cameras)
- ☑ ~~When you infect a computer, you have a mini skill puzzle~~
    - ☑ ~~**Maybe have a dark room puzzle, mouse is the light, move slowly around being sure not to set off antivirus guards, work around firewall**~~
    - ☐ Or like a dead by daylight skill check game
- ☑ ~~As you level up, you can spread into other rooms~~
- ☐ Player wins if they can infect the domain controller
- ☑ ~~Add background music and sound effects~~
- ☑ ~~Optimize for browser based platform~~
- ☑ ~~New enemies~~
    - ☑ ~~AV Scan (moving detection areas)~~
    - ☐ Honeypots (yellow areas)
- ☐ Add feedback at completion of level 3.

Issue Tracker:

- ☑ ~~Alerts don't always trigger when a player enters an AV area.~~
- ☑ ~~Text hard to read in browser export~~
- ☐ Text cutoff on level 3, disable AV mission
- ☐ Text cutoff in levels from level geometry

Level Design:

Level 1: Learn gameplay concepts

- Introduce AV Alert areas
- Introduce interactive mission elements

DONE

Level 2: Infect intermediate workstation

- Avoid Defender AV
    - Slow
- Avoid AV Alert areas
- Reach the ending area

DONE

Level 3: Infect advanced computer

- Avoid McAfee AV
- Combine mechanics

DONE

Level 4: Infect sys admin computer

- Avoid Kaspersky AV, fast, multiple copies
- Introduce file system level to gain access to final level
- Mix AV alert types

Level 5: Infect Domain Controller

- Airgapped, must access via file share on sys admin file system level
- New puzzles:
    - Password in files to unlock door
    - Maze
    - AV scans of whole level

Credits:
Modeling by:
Synty Studios

Visual Scripting:
Game Creator 2

Music:
Bensound.com/royalty-free-music
License code: BKNM0MR2YZ1XHPVM

Logo:
https://png.pngtree.com/png-clipart/20200225/original/pngtree-virus-alert-icon-alert-notification-hacking-cyber-security-fraud-internet-error-png-image_5283444.jpg