**Character Sheet: AOL Game**

**Character 1**

Name: Michael “Mikey” Lee

Age: 24

Location: Orlando, Florida

Occupation: Magic Kingdom Park Guide for the Disabled

Personality:

* Gregarious
* Outgoing
* Welcoming
* Sees the best in everybody
* Ernest
* Very average intelligence or slightly less than
* Fundamentally a good person

Utility to game story:

* Motivates and moves group conversation
* Asks important “whats next?” or “so, heres whats next?” questions
* Foundation of group if not only reason they stay together

Backstory:

From a young age, Mikey embodied selflessness. Most parents have to plead their children to share, give somebody else a turn on the swing, and give up the game controller for awhile, but not so with Mikey. As an only child, Mikey always found excitement when friends came over. And, due to his pleasant nature, he was rarely without a friend to play with. Trucks, playgrounds, and Banjo Kazooie. Mikey’s kind playfulness brough others close enough to see his innate generosity, making him popular as a helper and friend. Mikey fell in love with Disney World the summer of his 4th grade year. The magic of Cinderella’s Castle enchanted his imagination. His safari at the Animal Kingdom Park surpassed his most wonderful backyard adventures. He decided Disney World would one day be his home. As he grew older, his interests continued to develop but his aspiration remained. Nevertheless, in high school he realized that without a plan his dream would never come true. Now although entertaining to his peers, Mikey had never been a performer, nor had he much interest in becoming one. Therefore, he concluded that becoming a park cast member was not an option. But, with his ever-present imagination the path to his dream became clear. Mikey attended a state college to become a disability specialist. His natural selflessness and desire to help others pointed him toward the perfect niche to get him into Disney World. And, after 4 years of study his dream came true. Disney Parks hired Mikey after his first interview. His infectious friendliness and many recommendations made the decision easy. The day after his graduation, Mikey flew to Orlando to stay with his grandmother who had lived there for nearly 40 years. That summer he would train as a disabilities park guide during the busiest season for the parks. Mikey had made it home

Investigation motives:

Mikey never used chatrooms. His warm personality has a gravitational pull which keeps him well involved with friends new and old. His first introduction to the chat rooms came after moving in with his grandmother in Orland. While not an infirm, Mikey’s grandmother has severe Osteoarthritis. This keeps her largely constrained to her home where her energy is primarily spent on her 10-year-old Daschund, Polly. In her stagnant lifestyle, she is relegated to two sources of joy: Polly and her soap opera. Mikey’s grandmother has faithfully watcher her soap for 35 years (longer than her first and only marriage) and loves to talk about it with anybody who will listen. On a phone call years prior, Mikey suggested she join a chatroom for her soap opera to engage with others who share her passion for grandiose drama. Since then, she has been an avid correspondent on her soap opera’s chatrooms. As her joint pain keeps her at home, this is her only remaining social activity (aside from the odd call from relatives). When the phishing attack hit the chatroom platform, rooms similar to hers were hit the hardest due to the senior age demographic. Mikey’s grandmother fell victim to the platform wide assault, resulting in her identity being stolen and her retirement fund being drained. To her lower-middle class household, the attack was devastating. Mikey was living with his grandmother through the entire nightmare, thus gleaning a firsthand understanding of the attack. Mikey does what he can to help support his grandmother. Still, his job is not enough to support the both of them, and the IRS is of no help. Consequently, Mikey attempts to break free from his helplessness and go after the monster who so selfishly stole from her.

**Character 2**

Name: Colin Sullivan

Age: 17

Location: Wolf Point, Montana

Occupation: Geek Squad member, Best Buy

Personality:

* Clever
* Trickster
* Wealth inferiority complex
* Competent
* Vigilant
* Arrogant
* Confident in own ability
* Makes evidential judgements only
* Feels no need to appease others

Utility to game story:

* Double agent for scammer
* Provides technical evidence (Accurate only when ultimately irrelevant)
* Technical specialist
* Fabricates group tension and/or dissention?

Backstory:

Get rich and get out. The only thing Colin detests more than inconsequential busywork is his parent’s sacrifice of affluence. His mother and father a former pharmaceutical chemist and economist respectively, had their fortune just down the road. However, what brought them together was their decision to chase personal fulfillment rather than the futilities of luxury. Maybe Colin could understand this were his childhood different. Colin’s natural introversion made finding friends hard, more so when he decided in elementary school others should try to gain his approval rather than the reverse. As this belief shaped his personality, he grew cold and arrogant. Furthermore, his marginal academic advantage fueled his self-righteousness. As a consequence, his class peers grew a distinct distaste for him. It would be hard to befriend Colin with his jaded exterior. He continued this trajectory throughout middle school where he would peak in infamy during his 8th grade year. At this time, his class’s pervasive dislike of Colin became a point of unity. Unfortunately for Colin, there were actual cases of his peers bonding over their mutual hate for him. However, once in high school this trend had for the most part ended. Still, colin spent his ample alone time watching and reading stories of underdogs who at first were unrecognized for their talents yet managed to ascend to greatness. He fantasized that one day he would throw his brilliance in their faces, yawning as they pleaded for his forgiveness. He would become rich. He would make is success unignorable to anyone who crossed his path. Many would fight each other to become his coveted colleague, but he would ignore them all. Coin’s ambition plagued him like poison ivy. The more his daydreaming scratched the desire, the stronger it became. Colin’s intellectual ability should not be overstated. His academic prowess is far greater in his head than in practice. He could score in the top 5 of his class but never at the top. Furthermore, his resentment towards others and work without reward take a toll on his high school performance. But as his delusions remain potent so does his arrogance. Aside from studying stories of vengeful underdogs, Colin has an interest in cybersecurity. From time to time, he experiments with the linux command line and hacking tools like Metasploit and Nmap. His limited cyber capability give him a sense of power which he desperately wants. Moreover, he yearns to prove to others his technical capability in practice. Such desires lead him to hacking discords. Communities which would share techniques while also speaking openly about their latest gray and black hat activities. Upon integration into the community, Colin became enamored by the stories he heard. Simple exploits leading to massive amounts of cash. These people were smart and rich. He had to join their ranks. And, while hopping discord groups, Colin began to play the part of an expert hacker. He would brag about his superior abilities and the licks he had pulled off in the past. This caught the attention of few individuals, as many deduced his stories to be nothing more than that. However, his tales did attract one curious user. In DMs a mysterious individual reached out to Colin seeking advice on a project which he avoided sharing the details of. Thus began the partnership of Colin and an identity theft expert.

Investigation Motives:

The phisher must not be caught. Colin’s technical skills will finally be put to the test in suppressing investigation into the scammer. With a 30% stake in the profits, Colin could be set for life if he keeps all details about the attacker anonymous and does not implicate himself. No more high school, Best Buy, or living with those who are beneath him. If Colin can snuff out this last investigation, he’s home free.

**Character 3**

Name: Irene Alder

Age: 22

Location: London, England

Occupation: Student of Criminology at Kings College (Aspiring investigator)

Personality:

* Self-starter
* Truth and justice above all
* Studious
* Moral compass personified
* Investigative talent
* Blunt
* Meritocrat
* Values efficiency

Utility to game story:

* Gathers and presents information
* Contradicts Colin
* Organizes team
* Largely aloof/ off on own investigation

Backstory:

Who is Sherlock Holmes?: a myth. Who is Irene Alder?: the real deal. If there is one figure that inspires each person in life, for Irene it is the man at 221B Baker Street. The mysteries and puzzles created by Conan Doyle entertain her to no end. Following local investigations and infamous serial killers has never been an interest for Irene, it’s been an obsession. And, since first engaging with Doyle’s texts in her 9th year, working for at the legendary Scotland Yard has been her sole focus. Irene impressed instructors with her initiative since kindergarten, looking up bugs on the playground with her school librarian. At the age of 11 Irene ranked regional top 10 in a math Olympiad and top 5 in a national spelling bee. Nevertheless, Irene did not grow burdened by her academic success. Her single-minded study consumed the pinpoint focus she developed since birth, fueling a modesty unique among those with her talent. On the contrary, much like others with similar capabilities Irene has never been without a plan: study hard, get accepted into a great university, study criminology while working for the local police force, and make detective right out of graduation. Up to the last step, Irene has accomplished every goal she has set her mind toward; however, in a field of brick walls and dead ends perhaps she has overlooked a most important lesson – resilience in the face of failure. Therefore, when the legal bureaucracy of the police has restricted her from case work, Irene is t-boned by rejection outside of her control. Still, the final hurdle will not be the one she fails to surmount. At 22, independent research is second nature, therefore providing an obvious solution to her problem. Find a case, a big one, and bring it to the superiors who overlook her capability.

Investigation Motives:

Opportunists take the gifts they are given, and in this case, that is exactly how Irene views the phishing crime. While internet savvy, Irene is by no means a cyber expert. Nevertheless, her study in the criminal field has proven that any array of skill sets may become crucial to an investigation. As such, there is nothing holding her back from getting to the bottom of this mystery except evidence. Her job at the London Police Department is intriguing, still she has yet to find herself in a real criminal investigation. The detective force is hesitant to involve a student, especially without the prerequisite time as a policeman. Irene is not one to be discouraged though. She can and will prove herself! A solved case of this scale dropped at the foot of the Scotland Yard cannot be ignored. Yes, between university and the police internship she is already wearing thin. But, no matter. Her potential, as she sees it, is only limited by her available time. And, she will spend every free moment digging through the chatroom mystery until the elusive criminal is brought to justice *by her hand*.

**The Criminal**

Name: Juliette Monet

Method:

* Develops pharming web-sites (international application/reach)
  + CBD OTC pain relief medications
  + Silver/Gold coin commodity investments
  + Class action law practice home page
  + Assisted living community referral advisement/coordination
* Steals identity and gets control of bank accounts with own ability
* Hires Colin to help frame victims, assist with cyber security, and investigation monitoring
* Only relevant/active bodies in crime are self and Colin

Crime: Identity theft for financial account acquisition, frames victims as perpetrators of fund withdrawals

**The Player**

Motivation/backstory: Life is slow in Idaho. As a new cybercrime PI, mobility within the field is limited—new horizons aren’t exactly an option. But, maybe a big score could kickstart the player’s career. Looking for a case, and frankly just something to do, the player decides to engage with a stagnant cyber-investigation: the fraud financial liquidation attacks. General consensus is that the ‘victims’ are compulsive spenders trying to shift the blame; however, to the player that just doesn’t seem right. And one amateur investigator on the same victim chatroom site might just have the insight to break the case wide open.

**Character Dynamics**

Colin, Irene, Player, Mikey

* Irene/Player
  + Irene: No reason for suspicion → Trust (early game transition)
  + Beneficial evidence exchanges
  + Relatively minimal direct interaction
  + Irene gives minimal testimony on feelings toward Mikey and Colin
* Mikey/Irene
  + Mikey: Trust
  + Irene: No reason for suspicion
  + Irene does not see Mikey as a high value resource
  + Mikey takes Irene’s word with complete confidence
  + Interactions consist of Mikey praising Irene’s work, asking questions about theories, and asking about next steps
* Mikey/Player
  + Mikey: Trust
  + Friendship more than investigative colleagues
  + Mikey is welcoming and encouraging
  + Mikey shares investigation motives and personal life
  + Most active player/character relationship
* Colin/Mikey
  + Mikey: Trust → distrust
  + Colin: Non Threat
  + Mikey’s trusts Colin least of all three
  + Mikey does not become suspicious of Colin until late game
  + Mikey treats Colin with same friendliness and respect as other characters
  + Colin never sees Mikey as threat
  + Colin feels capable of leveraging Mikey’s ignorance against group stability
  + Colin is unsuccessful in attempts to manipulate Mikey
* Colin/Player
  + Colin: Healthy vigilance → threat
  + Colin makes attempt to manipulate player into general group distrust in DMs
  + Colin supports insubstantial player comments
  + Colin quiet on player presentation of valid evidence
* Colin/Irene
  + Irene: Healthy vigilance → convinced of guilt
  + Colin: Biggest threat
  + Irene sees Colin as a good resource at first
  + Colin is most afraid of Irene
  + Irene’s evidence begins to conflict with Colin’s in major ways
  + Irene grows highly suspicious of Colin
  + Colin casts suspicion on Irene to group chat mid-game
  + Irene cannot immediately prove validate own integrity upon accusations
  + Irene becomes certain of Colin foul play
  + Irene only mentions suspicion in late game DMs