MOSCOW for Contra-Hacker

# Introduction

This is a document containing the MOSCOW (must haves, should haves, could haves, won’t haves) of the project. This was created during a discussion with the stakeholder, where we ordered the requirements based on importance.

# MOSCOW

**M - Must haves:**

-The game should be for PC and web-based. This allows the stakeholder to host it online and link to it on his personal site.

-The game should contain phishing mails. Mails could be good and bad, where there's enough of them that it feels different each time, so that the game is replayable. There should be some way to point out that a certain mail is phishing.

-There should be feedback on why the mail is phishing, such as the red flags that were there.

-There should be a scenario in the game.

-Disclaimer for educational and non-profit, to prevent any legal issues.

**S - Should haves:**

-Selecting red flags as a gameplay element

-Besides the mails, a section for phone messages.

**C - Could haves:**

-Dedicated multiplayer mode

-Making it easy for the stakeholder to add new mails to the game

**W - Won't haves:**

-AI integration for phone calls and phishing mails (generating new content)

# Conclusion

This MOSCOW will help me turn the selected concept into a proper designed game.