

What the Hack Pflichtenheft

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Betreuung

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Game Overview

Game Concept

The player manages a hacker group, buying assets and taking on jobs to get rewards and better equipment. In playing the Hacker part, the player gets knowledge on how attacks are performed and learns how to defend himself against such attacks

Genre

Simulation

Target Audience

The average smartphone user

Game Flow Summary

The player manages a hacker group, deciding which software, hardware and personnel he spends his money on. The game runs in real-time.

By managing his assets, the player influences the outcome of various “missions”, objectives that he can choose from a dedicated “job-list”. Those objectives range from small attacks to multi-layered campaigns that take up resources for a certain amount of time.

Once a mission is finished, the player gets rewarded based on the mission level, and he may use the rewards to buy new assets and take on harder missions.

Look and Feel

The game is in pixel-art style. Main screen should be picture menu in isometric view.

What is the basic look and feel of the game? What is the visual style?

Gameplay and Mechanics

Gameplay

Game Progression

Bla bla bla ...

Missions / Objectives

Bla bla bla ...

Play Flow

Bla bla bla ...

How does the game flow for the game player?

Mechanics

- new missions appear from time to time
- new employees appear from time to time
- the missions gradually require more resources and better employees
- additional missions and employees are hidden in the twitter feed

- success of a mission is random but influenced by the skill of employees
-

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact?

Navigation

The main game screen is an isometric view of a room. Every action in the game is represented by an object in the room. E.g:

Missions: Whiteboard

Systems

Employees

The player hires and manages different employees, each with their unique skills (strengths / weaknesses). Employees can be fired at any time.

Missions require you to assign an employee / multiple employees. These won't be available until that mission is completed.

Resources

Bla bla bla ...

How to pick them up and move them?

Actions

- Missions
 - View
 - Abort
 - Start
- Employees
 - Hire
 - Kick out
 - View
- Pause Game
- Twitter
 - Click on messages
- Shop
 - Buy stuff

including whatever switches and buttons are used, interacting with objects, and what means of communication are used

Combat

Bla bla bla ...

If there is combat or even conflict, how is this specifically modeled?

Story, Setting and Character

Bla bla bla ...

Levels

- We dont have levels, do we?

Interface

Visual Döner System

- Status information about resources
- twitter feed
- live, interactable background
- quest menu
-

If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

Control System

Bla bla bla ... How does the game player control the game? What are the specific commands?

Audio, music, sound effects

Music and SoundFX are meant to underscore the retro-like and comic-like appearance of the Game, therefore it is possible to use 8- or 16-bit Sounds.

While contributing to the overall game ambience, the sounds shall also give additional feedback on player interaction.

Technical

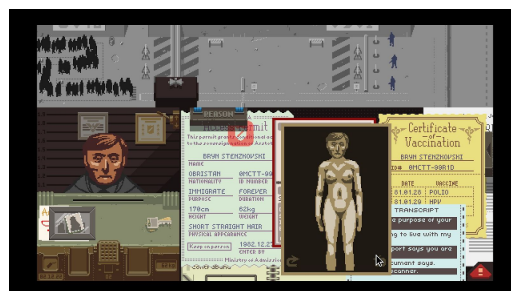
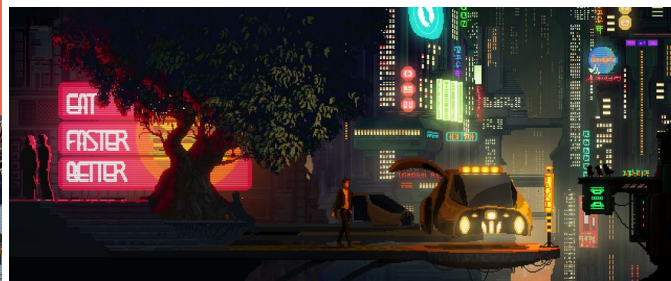
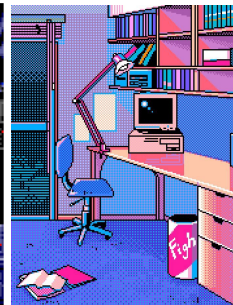
libgdx

android + desktop build

Game Art

Moodboard





Key assets, how they are being developed. Intended style.

Nice-to-have-Features

Shop

Kaffee-Maschine

