**A2 Lockpicking/Hacking game**

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**Overview**

My hacking mini-game is created using the theme of a futuristic game, where the player needs to hack a console. The hacking is done in two phases. You are able to choose the difficulty by adjusting your character’s ‘hacking skill’ and the lock’s difficulty.

The first phase is one where you click tiles in a certain sequence into order to ‘enter’ the system. In this phase, each tile has a number on it – All tiles should be pressed in order to enter into the next phase. As the difficulty increases, the amount of tiles that need to be pressed increases.

The second phase is one where multiple sequences of rows appear, and you must enter the appropriate values as required using the WASD buttons. There will be multiple rows of differing lengths and difficulty as the hacking skill and lock value change. This is the idea of ‘hacking’, or inputting your data into the system. As the difficulty increases, the length and amount of times each tiles need to be pressed will increase.

Once both phases are completed, you have unlocked the console.

Throughout the entirety of the hacking phase, a timer will run down. Once it reaches 0, the mini-game is ended due to you failing to hack the console.

This game was built with the idea of being used in an FPS shooter, thus the controls being used for the hacking are the same as the standard movement and aiming controls.

**Controls**

1. Menu
   1. Slider to set your hacking level
   2. Slider to set the lock value
   3. Button to Start the game with the given values
2. Phase 1 – Circuitry
   1. Use your Mouse’s LMB to click on tiles in order of their numbers in ascending order
3. Phase 2
   1. Use your WASD keys to enter the correct keys in sequence with the characters that appear on screen.