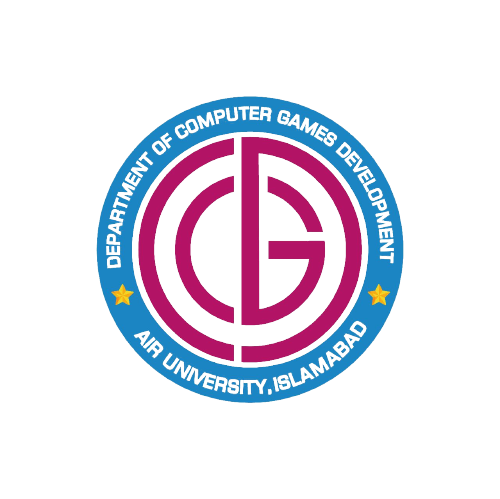
**“Virtual Reality Cyber Quest”**

**Final Year project Proposal**

**Session 2020-24**

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Subtitle: "Embark on the Ultimate Journey of Cybersecurity Learning in Virtual Reality"

# **Abstract:**

In an increasingly interconnected digital world, cybersecurity has become a critical concern. As cyber threats continue to evolve, there is an urgent need to develop effective educational tools that can raise awareness and improve cybersecurity skills among the general public. Virtual Reality (VR) has emerged as a powerful platform for immersive learning experiences. Cybersecurity Rescue, a VR educational game, leverages this potential to teach players about various aspects of cybersecurity, such as dealing with different types of cyberattacks and implementing effective security measures. Despite the growing importance of cybersecurity, there is a lack of engaging, accessible, and comprehensive educational resources that cater to a wide range of audiences. In this project, we present Cybersecurity Rescue, a VR game designed to address this gap by providing an immersive and engaging learning experience. The game incorporates realistic cyberattack scenarios, interactive gameplay, and a compelling narrative to educate players about the intricacies of cybersecurity and its real-world implications. Through features such as customizable difficulty levels, scenario selection, and various accessibility settings, Cybersecurity Rescue provides a tailored experience for each player, allowing them to learn at their own pace and style. Replay ability, leaderboards, and achievements motivate players to continually improve their skills and knowledge. The game also includes cheats, Easter eggs, and hidden mini-games that add depth and fun to the experience. Cybersecurity Rescue offers an innovative approach to cybersecurity education, combining entertainment and learning to create a unique and impactful gaming experience. By raising awareness and enhancing cybersecurity skills, this game has the potential to significantly influence the way people approach and understand the complexities of the cybersecurity landscape."

1. **Game Overview**

"VR Cyber Quest" represents an advanced, educational virtual reality journey meticulously designed to provide players with a comprehensive understanding of critical cybersecurity threats, their mechanisms, and appropriate countermeasures. The game's structure is based on a compelling narrative, seamlessly combined with engaging gameplay, allowing players to assume the role of a cybersecurity expert within a financial institution.

The game is organized as a series of interactive modules, each dedicated to examining a specific cyber threat, including Distributed Denial of Service (DDoS), Phishing, Man-In-The-Middle (MITM) attacks, and Ransomware. Players navigate this virtual environment, witnessing the initiation and spread of these cyber-attacks while simultaneously mastering the skill of real-time mitigation.

The immersive setting is not simply a backdrop, but an essential component designed to promote experiential learning, enabling players to interact with various elements and fostering a deeper understanding of the subject matter. By integrating educational content within a captivating gameplay experience, "VR Cyber Quest" effectively removes barriers to cybersecurity education, making it both engaging and accessible.

By simulating real-world cybersecurity scenarios within a safe and controlled environment, "VR Cyber Quest" aims to increase awareness about the importance of cybersecurity, enhance the player's ability to recognize and respond to cyber threats, and ultimately contribute to the creation of a more secure digital world.

* 1. **Game Concept**

"VR Cyber Quest" is an innovative, immersive, and instructional Virtual Reality (VR) game designed to provide a comprehensive understanding of various cybersecurity threats prevalent in today's digital world. The game ingeniously integrates the principles of experiential learning with the technological prowess of VR to bring a uniquely engaging and interactive educational experience to its players.

In this game, players are thrust into the virtual realm of a modern financial institution, where they assume the role of a cybersecurity expert. Their mission is to safeguard the institution from an array of cyber threats that can have crippling consequences. The game's storyline unfolds through a series of interactive modules, each dedicated to a specific type of cyber threat, namely Distributed Denial of Service (DDoS), Phishing, Man-In-The-Middle (MITM) attacks, and Ransomware.

"VR Cyber Quest" strives to mimic real-world scenarios as closely as possible. The game begins with the introduction of a cyber attack, where players witness firsthand the initiation and propagation of the attack on the system. As the attack unfolds, players learn about the mechanisms behind these threats, the potential vulnerabilities in the system that they exploit, and the devastating effects they can have on an organization.

However, the game doesn't stop at just demonstrating the perils of cyber threats. It also arms its players with the knowledge and skills needed to combat these threats. As players navigate through the virtual environment, they learn how to recognize signs of an ongoing attack, devise strategies to mitigate its effects, and implement measures to strengthen the system's defenses.

A key feature of "VR Cyber Quest" is its high degree of interactivity. The immersive VR environment provides players with the opportunity to interact with various elements within the game, thus promoting active learning. By simulating the pressure and urgency associated with real-world cyber attacks, the game imparts valuable lessons about timely decision-making and effective problem-solving.

The game's interactive nature also fosters a deep understanding of the material, encouraging players to think critically about cybersecurity and its various facets. The feedback provided throughout the game helps players assess their understanding of the concepts and improve their strategies.

"VR Cyber Quest" not only targets individuals with a keen interest in cybersecurity but is also an excellent tool for businesses and organizations. It can be used as a training platform for employees, helping them understand the cyber risks associated with their roles, promoting a culture of cybersecurity awareness, and empowering them to act as the first line of defense against cyber threats.

In a world where cyber threats are becoming increasingly sophisticated and prevalent, "VR Cyber Quest" emerges as a powerful tool in the battle against cybercrime. It uses the captivating power of VR to transform cybersecurity education from a mundane task into an engaging and enjoyable experience. By merging education with entertainment, "VR Cyber Quest" holds the potential to revolutionize the way we approach cybersecurity training and awareness, making it accessible and appealing to a broader audience.

In conclusion, "VR Cyber Quest" takes players on an unforgettable journey through the digital battleground of cybersecurity. It challenges, educates, and empowers its players, preparing them for the cyber challenges of today and tomorrow. The game stands as a testament to the power of VR as an educational tool, opening new avenues for interactive and immersive learning experiences.

* 1. **Genre: Educational Virtual Reality (VR) Adventure**

"VR Cyber Quest" is an educational virtual reality adventure game that brings together the immersive power of VR technology and the engaging nature of interactive gameplay to create a unique and innovative learning experience. This game seamlessly merges education with entertainment, transforming cybersecurity training into an interactive adventure that captures players' attention and fosters a deeper understanding of the subject matter.

As an educational adventure game, "VR Cyber Quest" focuses on teaching players essential cybersecurity concepts and practices while placing them in the midst of realistic cyber threat scenarios. The game encourages players to explore virtual environments, interact with characters, solve puzzles, and make choices that affect the outcome of each scenario. The game's design promotes active learning, allowing players to experience the consequences of their actions, assess their understanding of the concepts, and develop strategies to tackle the cyber threats they encounter.

The game's blend of educational content and adventure-based gameplay creates a dynamic and immersive experience that appeals to a broad audience. Players with varying levels of expertise and knowledge in cybersecurity can benefit from the game, as it offers a scalable learning curve, adjusting the difficulty and complexity of the challenges according to the player's proficiency.

In essence, "VR Cyber Quest" represents a new and innovative approach to cybersecurity education, harnessing the power of virtual reality and interactive gameplay to create a captivating and engaging learning experience. The game's unique genre sets it apart from traditional educational tools, making it an exciting and appealing option for individuals and organizations seeking to enhance their cybersecurity knowledge and skills.

* 1. **Target Audience: Bank Employees and Financial Sector Professionals**

"VR Cyber Quest" is specifically tailored to bank employees and financial sector professionals. These individuals are often the first line of defense in the face of cyber threats targeting their organizations. This game provides them with a unique, engaging, and immersive way to acquire and practice the essential skills needed to counter such threats.

The financial sector is a prime target for cybercriminals due to the sensitive data it holds and the monetary gains that can be achieved from successful attacks. Therefore, it is imperative for employees in this sector to have a comprehensive understanding of various cyber threats and the measures needed to combat them. "VR Cyber Quest" offers an innovative solution to this requirement, using virtual reality to simulate real-world scenarios that these professionals might encounter.

Whether it's a bank teller who needs to be aware of phishing attempts, a loan officer who must protect sensitive customer information, or an IT professional tasked with securing the bank's networks against DDoS attacks, this game caters to a wide spectrum of roles within the banking and financial sector. The game's design allows it to be adaptable to the player's role and level of cybersecurity knowledge, making it an effective learning tool for a diverse range of employees.

In addition, "VR Cyber Quest" is also suitable for financial sector employees who may not have a technical background but need to understand the basics of cybersecurity due to the nature of their work. The game provides an accessible entry point into cybersecurity, demystifying complex concepts and making them understandable for all players.

"VR Cyber Quest" targets a wide and diverse audience within the financial sector, promoting cybersecurity awareness and training in a way that is both engaging and effective.

* 1. **Game Flow Summary**

"VR Cyber Quest" is designed to immerse the player in different cyber attack scenarios, where they play the role of a bank employee dealing with various cybersecurity threats. The game flow in "VR Cyber Quest" is a mix of interactive learning, problem-solving, and decision-making, all within a virtual environment.

The game starts with a framing interface, which presents the player with a choice of four different cybersecurity scenarios: DDoS attacks, Phishing attacks, MITM attacks, and Ransomware attacks. Each scenario is a separate module, and the player can choose to play them in any order. This non-linear design allows the player to explore different cybersecurity topics based on their interest or requirement.

Once the player selects a scenario, they are transported into a virtual environment that simulates a real-world situation. For example, in the DDoS module, the player finds themselves in a bank that is experiencing a DDoS attack. Here, a virtual cybersecurity expert, named Sam, guides the player through the scenario, explaining the nature of DDoS attacks and showing how they can disrupt banking services.

The game provides interactive elements and tasks for the player to complete. For instance, the player might be asked to identify signs of a DDoS attack on the bank's system, or to implement certain security measures to mitigate the attack. The player's progress through the game is determined by their ability to understand and respond to these tasks. The game provides immediate feedback, allowing the player to learn and adapt their strategies as they play.

In each scenario, the player is not just a passive observer but an active participant. They are given the opportunity to interact with various cybersecurity elements, such as firewalls, botnets, phishing emails, and ransomware. This interaction allows the player to gain a deeper understanding of these elements, not just in theory, but in a practical, hands-on manner.

After the completion of each scenario, the player is provided with a summary of their performance, as well as additional information and resources to further their understanding of the topic. The player can then choose to replay the same scenario to improve their performance or move on to a different scenario.

The game flow in "VR Cyber Quest" is designed to be both engaging and educational. By presenting complex cybersecurity topics in an immersive and interactive manner, the game allows the player to learn by doing, which is a more effective way of learning compared to traditional methods. The game's structure and flow ensure that the player is always engaged, always learning, and always ready for the next cyber threat.

* 1. **Look and Feel:**

"VR Cyber Quest" is designed to have a modern, sleek, and high-tech look and feel to effectively convey the seriousness and complexity of cybersecurity threats. Visual aesthetics combine realism with stylized graphics to create an immersive and believable environment while maintaining the feeling of a simulation.

The environments vary based on the scenarios. For instance, the DDoS module takes place within a busy, high-tech bank environment where servers and networks are visually represented. The Phishing module might take place in a virtual office or a virtual conference room, where the player can interact with a computer to identify phishing emails.

The game uses high-quality 3D graphics with attention to detail to ensure that each environment feels distinct and engaging. The use of lighting and shadows adds depth and realism to the scenarios, while the characters have a slightly stylized look to differentiate them from real people and emphasize their role as virtual guides or antagonists.

The UI is clean and minimalistic, using light colors and simple geometric shapes to avoid distracting from the immersion. Important information and interactive elements are highlighted to make them easily identifiable.

1. **Gameplay and Mechanics:**

"VR Cyber Quest" focuses on interactive learning through problem-solving and decision-making. The gameplay mechanics are designed to be intuitive and accessible, using natural VR interactions like grabbing, pointing, and navigating.

In each module, the player is guided through a cyberattack scenario, where they are given tasks to complete. The tasks are designed to reflect real-world cybersecurity practices, such as identifying signs of a cyberattack, implementing security measures, or making decisions under pressure.

The game uses a point-and-interact mechanic for most interactions, such as selecting options from a menu, interacting with objects in the environment, or performing tasks. Some tasks may also require the player to physically move around the virtual environment, adding an element of physical engagement to the gameplay.

The game also incorporates a scoring system to evaluate the player's performance. Points are awarded based on the accuracy and speed of the player's actions, as well as their decision-making skills in different scenarios. At the end of each module, the player's score is displayed, providing feedback on their performance and areas for improvement. This scoring system encourages replay ability, as players can aim to improve their score in subsequent playthroughs.

Another core gameplay mechanic is the use of real-time simulated attacks, where the player must respond quickly to developing threats. This mechanic tests the player's ability to make quick decisions under pressure and accurately reflects the urgency often associated with real-world cyber threats.

In addition, there are in-game tutorials guided by the AI characters (Sam, Max, Jay, Alex). These characters explain the concepts, guide the player through the tasks, and provide helpful tips and feedback. The player can also interact with these characters to ask questions or get additional information, adding an additional layer of interactivity and learning to the game.

Puzzles and challenges are also part of the gameplay mechanics. These could be as simple as identifying a phishing email from a group or as complex as navigating a virtual representation of a network to isolate a threat. These gameplay elements are designed to keep the player engaged and challenged, while also reinforcing the learning objectives.

In summary, "VR Cyber Quest" combines immersive VR environments, interactive gameplay, and educational content to create a comprehensive cybersecurity training experience. The game's mechanics are designed to be intuitive and engaging, while the look and feel of the game reinforces the seriousness and complexity of the subject matter.

1. **Gameplay**

The gameplay of "VR Cyber Quest" is designed to be interactive, engaging, and educational. The players, taking on the role of bank employees, are tasked with handling various cybersecurity threats in a virtual environment, allowing them to gain practical experience and insights into the realities of cybersecurity in the banking sector.

## **Game Progression**

The game progresses through four distinct modules, each focusing on a specific cybersecurity threat: DDoS, Phishing, MITM, and Ransomware. The player starts with the first module and, upon successful completion, moves on to the next. This linear progression allows players to build their knowledge and skills gradually and systematically.

Each module presents its unique set of challenges and learning opportunities. The players will need to understand the nature of the threat, identify the signs of an attack, and take appropriate actions to mitigate the threat. As they progress through the modules, the players will face increasingly complex scenarios requiring higher-level thinking and decision-making skills.

## **Mission/Challenge Structure**

In each module, the player is given a mission to handle a cybersecurity threat. For instance, in the DDoS module, the mission might be to identify the DDoS attack and implement appropriate countermeasures to restore the bank's online services.

Each mission presents a series of challenges that the player must overcome. These challenges are designed to test the player's understanding of the threat, their ability to make sound decisions under pressure, and their skill in executing the necessary actions within the VR environment.

## **Puzzle Structure**

While "VR Cyber Quest" is not a traditional puzzle game, it does incorporate elements of puzzle-solving in its gameplay. The players need to analyze the situation, identify the threat, and figure out the best course of action. This might involve deciphering a phishing email, figuring out how to configure a firewall, or determining the best strategy for mitigating a DDoS attack.

## **Objectives**

The primary objective of "VR Cyber Quest" is to educate players about cybersecurity threats in the banking sector and equip them with the skills and knowledge needed to handle these threats effectively. In each module, the player's objective is to successfully mitigate the cybersecurity threat and restore the bank's operations.

In addition, players are encouraged to strive for efficiency and accuracy in their actions. They are scored based on how quickly and effectively they handle the threat, with high scores and achievements serving as additional motivators for players.

## **Play Flow**

"VR Cyber Quest" is designed to provide an immersive, engaging, and smooth play flow. The game begins with an introductory briefing, setting the context for the player's role and the challenges they will face.

Once a module starts, the player is immediately thrown into the action. An AI character guides the player, providing explanations and hints throughout the process. The player interacts with the virtual environment, makes decisions, and takes actions based on the guidance provided and their understanding of the threat.

After each action, the player receives feedback on their performance, helping them understand the consequences of their actions and learn from their mistakes. Once a module is completed, the player receives a debriefing, summarizing their performance and providing additional insights into the threat and its mitigation.

The play flow is designed to keep the player engaged and motivated, with a good balance of challenge and support to ensure that players feel competent and inspired to improve. The immersive VR environment, the interactive gameplay, and the realistic scenarios all contribute to a compelling and rewarding play flow.

1. **Mechanics**

## **Physics**

"VR Cyber Quest" employs real-world physics within the virtual reality environment. This means that objects and the player's avatar adhere to the principles of gravity, mass, and inertia. For example, an object will fall if it's not supported, and heavier objects require more force to move. The physics also extends to interactions with computer interfaces and other objects, providing tactile feedback to the player, enhancing immersion and the sense of presence within the game.

## **Movement in the Game**

The game utilizes room-scale tracking, meaning the player can move physically in their real-world space and see their movement translated into the game. To navigate larger distances, a teleportation mechanic is used where players can point to a location and instantly move to it. This mechanic is designed to prevent motion sickness that can occur from smooth locomotion in VR.

## **Objects**

Interacting with objects is a core mechanic in "VR Cyber Quest". Players can reach out with their VR controllers and grab objects in the game world. They can be examined, turned around, and used depending on their functionality. Objects like flash drives can be inserted into computers, documents can be read, and buttons can be pressed.

## **Actions**

Actions are largely context-specific and depend on the current scenario or mission. Players will use their VR controllers to interact with the environment, such as typing on a virtual keyboard, opening doors, or picking up and using items. Non-verbal communication with NPC (Non-Player Characters) is also included, with players able to nod or shake their head to answer yes or no questions.

## **Combat**

"VR Cyber Quest" is not combat-oriented. The conflicts arise from cybersecurity challenges which players must resolve using their knowledge and skills. These might involve detecting and neutralizing a security breach, or warding off an ongoing cyber attack. The game's conflict modelling is based on mental skill and strategy rather than physical combat.

## **Economy**

The game's economy is based on a resource management system. Players earn 'crypto credits' by successfully completing missions and challenges. These can be used to acquire new software, hardware, and other resources that can aid in more complex challenges. This encourages players to not only strive for success but also consider their spending and saving strategies, adding another layer of engagement.

## **Screen Flow**

The game's screen flow is structured around the player's virtual workspace, a high-tech cyber lab. This central hub links to various screens including:

* **Mission Briefing:** This is where players receive their objectives and relevant information. It includes an overview of the mission, potential challenges, and rewards.
* **Cyber Lab:** This is the main screen where the gameplay takes place. It contains the player's computer systems, virtual tools, and a view of the cyberspace they'll be working in.
* **Resource Market:** Here, players can exchange their 'crypto credits' for tools and resources. This screen also includes an inventory system to manage these assets.
* **Progress Tracker:** This screen shows the player's overall game progress, completed missions, acquired resources, and rankings in the global leader board.

Each of these screens is interconnected, allowing for a smooth transition from one part of the game to another. The interface is designed to be intuitive and immersive, keeping players engaged and minimizing the need for breaking immersion to navigate menus.

## **Controls**

The game uses a point-and-click interface for most actions, designed to mimic the use of a computer interface in real life. Players navigate virtual space, interact with objects, and execute actions by clicking and dragging with the mouse.

Keyboard shortcuts are also available for more advanced players who want to expedite their actions. For instance, shortcut keys can be used to quickly switch between different screens or to execute certain commands during missions. The controls are designed to be intuitive and easy to grasp, but also offer depth for those who wish to master them.

## **Player Learning Curve**

"CyberSec: Code of Guardians" is designed to cater to a wide range of players, from beginners to those familiar with cybersecurity concepts. The early stages of the game are structured to gently introduce the player to the game mechanics and the basics of cybersecurity.

As the game progresses, the complexity of the missions and challenges gradually increases, introducing more advanced concepts and requiring more sophisticated strategies. This learning curve is designed to keep players consistently engaged and to provide a sense of growth and development as they improve their skills.

## **Replicability**

The game includes multiple difficulty settings and optional challenges that can be tackled for additional rewards. The missions are also somewhat randomized in their challenges and solutions, ensuring that no two playthroughs are exactly alike. This, combined with a competitive global leaderboard, provides a high degree of replay ability as players can always aim to improve their strategies, times, and scores.

1. **Game Options**
   1. **Difficulty Levels**:

The game allows players to select from different difficulty levels - Easy, Medium, Hard, and Expert. The difficulty level will affect the complexity of the attacks, the time provided for response, and the complexity of the measures needed to mitigate the attack. Higher difficulty levels will demand a more advanced understanding of cybersecurity principles and quicker decision-making skills.

* 1. **Scenario Selection:**

Players can choose which cyberattack scenario they want to tackle - DDoS, Phishing, MITM, or Ransomware. Each scenario presents a unique set of challenges and learning opportunities, allowing players to focus on specific areas of interest or develop a broad understanding of various cyber threats.

* 1. **Training Mode:**

This mode provides a safe environment for players to learn about cybersecurity principles and practices without the pressure of an ongoing attack. In this mode, players can explore different parts of the bank's system, experiment with various security measures, and receive guidance and tips from Sam, Max, Jay, and Alex.

* 1. **Real-Time Mode:**

In this mode, players are subjected to real-time cyberattacks, challenging them to apply their knowledge and skills under pressure. The speed and intensity of attacks in this mode mirror real-world situations, providing a rigorous test of the player's abilities.

* 1. **Simulation Speed:**

This option allows players to control the pace of the game. They can slow down the simulation to thoroughly understand the intricacies of an attack or speed it up for a more challenging experience.

* 1. **Game Language:**

The game supports multiple languages, making it accessible to a global audience. The language setting will affect all in-game text and dialogue.

* 1. **Accessibility Settings:**

These settings ensure the game is inclusive and playable by a wide range of players. Options include color-blind mode, subtitles for the hearing impaired, and a tutorial mode for those new to VR gaming.

All these options aim to create a tailored experience for each player, allowing them to learn and engage with the content at their own pace and in their preferred style. They also add an extra layer of replayability, as players can change the settings to face new challenges and gain different perspectives on the cyber threats.

1. **Replaying and Saving**
   1. **Saving Progress:**

The game features an autosave system that automatically saves the player's progress at specific checkpoints throughout each scenario. These checkpoints are usually placed before critical decision points, ensuring that the player can resume the game without losing significant progress. Additionally, players can manually save their game at any point, allowing them to experiment with different strategies without the fear of losing their progress.

## **Multiple Save Slots:**

The game offers multiple save slots, enabling players to maintain separate save files for different scenarios or difficulty levels. This feature allows players to track their progress in each scenario and experiment with different approaches without overwriting their existing progress.

## **Replay ability:**

Cybersecurity Rescue is designed with replay ability in mind. The dynamic nature of the cyberattacks, combined with the various difficulty levels and scenarios, encourages players to revisit the game and test their skills under different conditions. Furthermore, the branching narrative structure ensures that players can experience different outcomes based on their decisions, fostering a sense of curiosity and discovery.

## **Scenario and Challenge Replay:**

Players can replay specific scenarios and challenges to improve their performance, learn from mistakes, or explore alternative strategies. Replaying scenarios allows players to gain a deeper understanding of cyberattacks and refine their problem-solving skills.

## **Leaderboards and Achievements:**

The game features online leaderboards where players can compare their performance in different scenarios and difficulty levels with others. Achievements are also available for players to unlock by meeting specific criteria, such as completing a scenario without any loss of resources or preventing an attack in record time. These elements encourage players to replay the game and strive for personal improvement.

Overall, the replaying and saving features in Cybersecurity Rescue contribute to the game's educational value and keep players engaged by providing opportunities to learn from mistakes, experiment with different strategies, and challenge themselves to achieve better outcomes.

1. **Cheats and Easter Eggs**

## **Cheats:**

While Cybersecurity Rescue is primarily designed to be an educational tool, it does include a few cheat codes for those players who want to experiment or simply have a bit of extra fun. These codes can, for instance, give the player extra resources, unlock all tech upgrades instantly, or make their systems temporarily invincible. However, these cheats are disabled during competitive play or when achievements are at stake to ensure a fair play environment.

## **Easter Eggs:**

The game also contains a number of Easter eggs, hidden features or messages that players can discover. These Easter eggs might include references to famous cybersecurity incidents, jokes related to computer programming or network security, and nods to popular culture. For example, players might encounter a virus named after a famous movie hacker or a piece of firewall software that shares its name with a mythical creature.

## **Hidden Mini Games:**

Some of the Easter eggs are mini games hidden within the main game. These might be simple games like a retro-style arcade game that can be played on a computer terminal within the player's virtual security headquarters or a puzzle that, when solved, reveals a piece of the game's backstory.

## **Bonus Scenarios:**

Some Easter eggs can unlock bonus scenarios. These are special levels that, while not necessary for the main game, provide additional challenges and help deepen the player's understanding of cybersecurity concepts. They can also offer additional rewards, such as unique tech upgrades, that can be used in the main game.

## **Secret Codes:**

In keeping with the game's cybersecurity theme, players might find encrypted messages or secret codes hidden throughout the game. Decoding these could reveal useful hints, extra resources, or even unlock new features or customization options.

The inclusion of cheats and Easter eggs in Cybersecurity Rescue adds an extra layer of depth and fun to the game, rewarding exploration and curiosity, and encouraging players to engage more fully with the game's content.

1. **Story and Narrative**

## **Back Story:**

The world of Cybersecurity Rescue is set in the not-so-distant future where technology and the internet have become even more integral to our daily lives. However, with this rise in digital dependence, cyber threats have also grown in number and severity. A global organization called the "Cyber Guardians" has been created to combat these threats, and the player is a recruit in this organization.

## **Plot Elements:**

The game's story unfolds through a series of missions. Each mission involves dealing with a different type of cyber threat, from hacking and viruses to data breaches and ransomware attacks. As the player progresses through the game, they discover a larger plot by a nefarious group known as the "Shadow Syndicate" to destabilize global security and bring chaos to the digital world.

## **Game Progression:**

The story progresses through missions, with each mission revealing more about the Shadow Syndicate's plans and the methods they are using. As the player uncovers these elements, they also learn about the origins of the Cyber Guardians and some of the real-world implications of cyber threats.

## **Cut Scenes:**

The game includes cut scenes that help to advance the story and provide context for the missions. These scenes are rendered in a graphic novel style to maintain the game's cyberpunk aesthetic. Actors in these scenes include the player's character, various members of the Cyber Guardians, and members of the Shadow Syndicate.

For example, a cut scene might show the aftermath of a major cyber-attack on a city's infrastructure, with the player's character and their team analyzing what happened. Or a scene might depict a secret meeting of the Shadow Syndicate, discussing their next move. These cut scenes are scripted with a focus on conveying the severity and impact of cyber threats, while also incorporating elements of suspense and intrigue associated with uncovering the plans of the Shadow Syndicate. The story and narrative of Cybersecurity Rescue are designed to be engaging and educational, providing a compelling backdrop to the game's mechanics and objectives.

1. **Setting**

## **Game World:**

The game is set in a futuristic, cyberpunk-inspired world. This world is highly digital and interconnected, reflecting our growing reliance on technology and the internet. However, this has also led to increased cyber threats, which is where the game's missions and challenges are focused. The setting includes a variety of locations, such as the Cyber Guardians' high-tech headquarters, digital landscapes representing different networks and systems, and real-world locations affected by cyber-attacks.

## **Mission Locations:**

Each mission takes place in a different setting, corresponding to the type of cyber threat being addressed. For instance, a mission involving a data breach might take place in a digital representation of a corporate network, while a mission dealing with a ransomware attack might take place in a digital rendering of a city's infrastructure system. The visual design of these locations is influenced by cyberpunk aesthetics, with lots of neon colors, geometric shapes, and binary code elements.

1. **Characters**

## **Player's Character:**

The player's character is a new recruit in the Cyber Guardians organization. This character is customizable, allowing players to choose their appearance and background. Throughout the game, the player's character learns and grows, gaining new cyber security skills and tools to fight against cyber threats.

## **Allies:**

The player's allies include the members of the Cyber Guardians. These characters have a range of skills and personalities, providing guidance, support, and occasional comic relief. They are key to the story and narrative, often appearing in cut scenes and providing information and context for missions.

## **Villains(hacker):**

The main antagonists in the game are the members of the Shadow Syndicate. These characters are shrouded in mystery, their identities and motives gradually revealed as the player progresses through the game. They represent a range of cyber threats, making them a formidable and complex enemy.

The story, setting, and characters of Cybersecurity Rescue are designed to create an immersive and engaging gaming experience, while also educating players about the importance and complexity of cybersecurity in our increasingly digital world.