DataHeist — Cyber Guardian(Neon Cinematic Edition)
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1. Executive summary
DataHeist is an educational browser-based simulation that trains players to manage organisational cybersecurity by balancing three core metrics: Security (SEC), Trust (TRU), and Budget (BDG). Over a configurable number of rounds (6 / 12 / 18) players face realistic incidents (AU/VN scenarios) and choose policy responses. The game demonstrates trade-offs, cascading risk, and the value of people + technical controls.

2. Motivation & Theme
Cybersecurity is proximate to everyday work for students and small orgs. The game blends scenario-based decision-making with immediate feedback and a final reflection dashboard so players learn practical heuristics.

3. Learning objectives
1. Recognise common social-engineering vectors (phishing, spoofing, public Wi-Fi).
2. Understand trade-offs: stronger controls vs. trust and budget impact.
3. Learn safe default behaviours and incident escalation practices.

4. Game design & mechanics
- **Rounds:** Player chooses game length at start (6/12/18). Each round: event → choice (3–4 options) → immediate stat updates. Some events spawn chained incidents if poor choices are made.
- **Stats:** SEC, TRU, BDG (0–100).
- **Perks:** Unlockable mid-game (e.g., Security Audit, Trust Building).
- **Adaptive difficulty:** Event selection biases towards low-scoring stats for supportive gameplay.

5. Implementation & tech
- Single-file HTML (`index.html`) with inline CSS + JS (no third-party dependencies required at runtime).
- Canvas-based radar summary, animations via CSS and Web Animations API.
- Save/load via `localStorage` (`dataheist_save`).
- Accessibility: keyboard shortcuts, focusable elements, ARIA labels.

6. AU / VN localisation
Events use local context:
- AU: MyGov phishing, public transport (tram) social engineering examples.
- VN: Zalo spoofing, public Wi-Fi watering-hole scenarios.

We deliberately avoid procedural or explicit harmful instructions; tips are high-level and safety-preserving.

7. Evaluation criteria mapping
- **Relevance & Impact:** realistic AU/VN incidents, practical tips in game and downloadable report.
- **Creativity & Originality:** neon-cinematic UI, short reflections, adaptive difficulty and event-chaining.
- **Gameplay & UX:** responsive UI, ARIA roles, keyboard shortcuts, clear stat feedback, replayability.
- **Technical Execution:** single-file offline operation, radar chart, save/load, confetti & cinematic intro.
- **Documentation & Reflection:** this report, README, and prompt logs included.

8. Prompts & AI usage
We used LLMs for asset idea generation, code scaffolding, and prompt refinement. All generative outputs and prompts are included in `/prompts` (concept, asset, code, refinement) for full transparency.

9. Ethical considerations
- No disallowed instructions included.
- Attack/red-team prompts are redacted in Challenge 4 deliverables.
- Game focuses on education and empathy not on exploitation.

10. How to run & grading checklist
- Open `game_app/index.html` in modern browser.
- Verify Start → play 12 rounds → results → download report.
- Save/Continue must restore exact state (round + stats + log).

11. Reflection & future work
- Add multi-player scenarios, teacher dashboard, or more AU/VN translations.
- Extend to PDF auto-export of the final report with embedded reflection.

Appendix A — Delivered files
(list same as README)

Appendix B — Example event list
(See `game_app/index.html` events array — 20 unique events are included.)