Access points

Used to access to every terminal connected to the local network, contains all the information about the addresses, could be a weak spot

Router

Redirect data and information to different locations, based on the header. This could be used to move between multiple levels.  
It has a rule table inside that can be modified to permit the access to some of the places. It’s one of the most important devices because it usually connects a local net to another

Repeater

Repeat a signal that could weaken by distance/time. Could be necessary to reach long distances

Iso-Osi

Layers of a network. Each layer corresponds to a family of protocols. Also, every packet has to be encapsulated in all the lower layers to be sent.  
in game we could make different views of the “world” that the character could swap between that are all linked together and it could add some interesting multidimensional puzzle mechanics.

Encapsulation

ability to move between layers, it could be represented by adding some armour on the player, one for every layer.

Modem

Modulate and demodulate the signal so that it could be converted from analogue to digital, used to pass from layer1 to layer2

Password:

Some doors could have passwords that needs to be found/hacked. To hack them there could be a device that could “bruteforce” doors or simply a perk that could be taken from progressing trough the level that will affect the game for the rest of the run

Bruteforce:

after a big amount of time the doors are all opened, and the security goes crazy for the entire level. This will make levels have a maximum amount of time, and to change the tempo a bit after playing with the same style for too long.

Hub:

It’s an “old” device that is used to transmit the information from one to all the other devices connected, could be used as a weak spot in the net due to bad management

Terminals

Some room has them, useful to save the game, gathering information, insert command/passwords.  
Also could be a way to distribute maps and addresses

Protocols

Set of rules, that is used to decide how the network should act, it should be used as a background in game in a way that all the enemies refer at this as the supreme Law. It could be helpful implementing a new one.

Gateway

DMZ

Glitch

Memories

Thoughts

6G