Scapegoat

(The game) {By: Ethan Buckner}

The general basis for the game - and if you are building off any pre-existing code

* The general Basis for my game is a ‘hacking’ terminal based exploration game!
* Every action has to be typed out in a command line, everything you do is on a terminal screen.

At least three programmed mechanics you will put into your game.

* You can lose ‘health’ although, in this game, ‘health’ is how stable the security on your device is.
* You can deploy ‘shells’ onto other devices in the network, after getting Admin access to the computer.
* Multiple different ways to gain Admin access to any/all computers. You can dictionary attack, Rainbow Table, Privilege Escalation, and other methods.

Where you might find assets (art, sound effects) for your game.

* I planned on either Making most of the art myself, but In the off chance I need better models, I will ask my friend Erin for assets.
* Sfx will also probably be made by my mouth and edited down using VLC.
* Maybe use this website to get tunes, but I really like the Hacknet soundtrack and want to find free use music more similar to that. { <https://www.chosic.com/free-music/games/> }
* YouTube Videos that will help create this:

+ <https://www.youtube.com/watch?v=nY5tQdObcYA> – Good video for brief start on how to make it look nice

+ <https://www.youtube.com/watch?v=EyLSeYeIlbE> – In depth video with a ‘console’ and an interactive 3D environment you can control via the console.

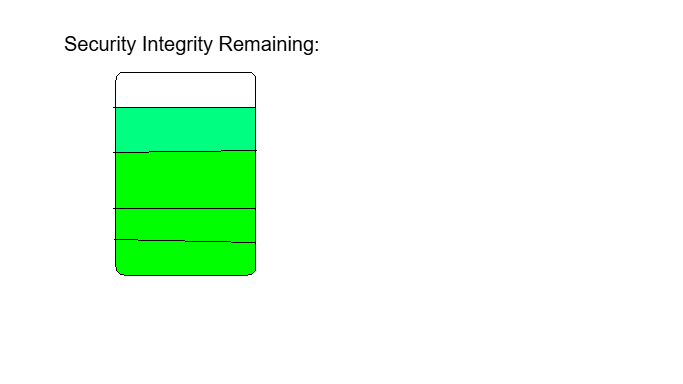
+ <https://www.youtube.com/watch?v=wCI650TDhHA&list=PLpwc3ughKbZfkSPko3azFD4dd4IHSiQeE&index=1> – An in depth explanation of how to create a basic text based adventure game, but I can use it as a basis of my game.

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Description automatically generatedA computer monitor with a screen

Description automatically generated

A green rectangle with black text

Description automatically generatedA yellow and white rectangle with text

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