

# **Proposal: Hacking Minigame**

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## **Outline:**

Chapters Of Bolnoy is a first person stealth shooter. You play as a robot that has to infiltrate a factory and shut down the communication tower. To shut down the tower the player has to **hack** all of the terminals found within the factory. To reach the terminals the players must find a suitable path through the factory that fits their playstyle. Players may adopt a playstyle of their choice be it run and gun, or a more stealthy approach.

## **Integration into High concept:**

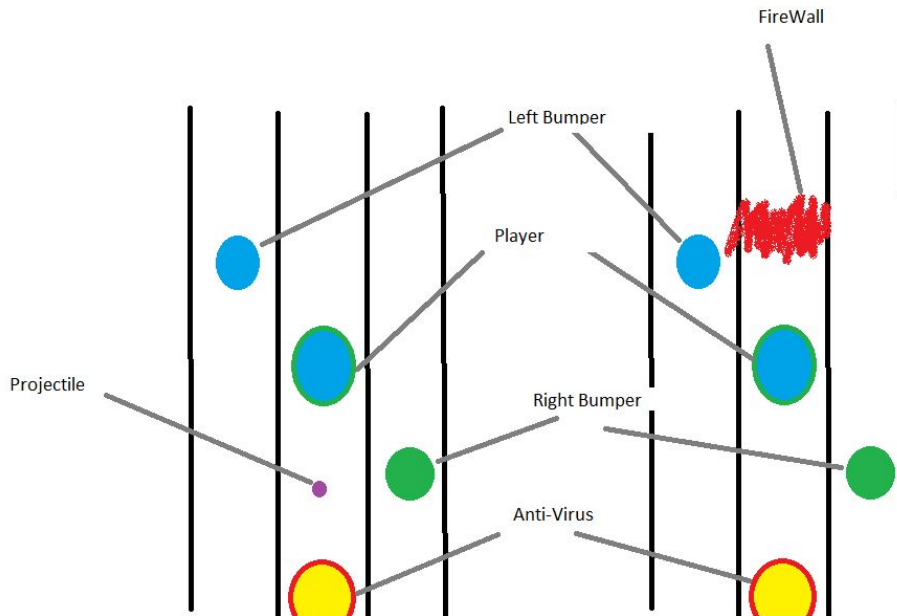
Feedback from playtesting sessions suggests that currently, the hacking is bland. To hack a terminal the player must press and hold the hack button on the terminal with the appropriate tool equipped until the progress bar is full.



To fill the demand for an interesting way to hack terminals, I have decided to make a minigame which starts when the player attempts to hack the terminal. Each hacking minigame will last roughly ten seconds, with around 10 actions from the AI.

## **Functionality:**

The hacking minigame will be a top down racing style game. Players will be chased by an AI (Antivirus) which will employ two different methods to try and "kill" the player. These methods are the Firewall and the seek and destroy(projectile). To stay ahead of the Antivirus players must hit alternating bumpers to gain speed. The player will successfully hack the terminal by reaching the end of the track.



During a players run of the main game stats on how they approach the level is recorded. For example: the number of shots the player has taken, the number of enemies killed, the number of sneak takedowns etc. I will use this data to influence how the minigames AI will behave. If for example the player has been taking a very stealthy route the AI will be slower and will be more likely to erect a firewall in the players path. If the player has been very aggressive in their run racking up lots of kills and shots, the Antivirus is aware and is faster and is more likely to adopt a seek and destroy approach.

### Requirements:

After discussions with my team, we concluded that the minigame will need certain requirements. Firstly, "The ability to toggle the time that the minigame lasts for". To do this I will have an exposed variable on each instance of the terminal the minigames run from which sets the maximum time for the hack. Secondly, "There needs to be a consequence for the player failing". If the hack fails due to a fire wall, nearby enemies will be alerted by a loud noise. If the player gets hit by a search and destroy, the player will be damaged. Thirdly, "The player must be completely safe during the minigame". To do this, I will need to find a way of deactivating the standard enemies for a short time. Finally, "The ability to include or not include it in any terminal". To do this I will make the minigame very modular with no coupling to any other classes other than the terminal widget which it can be excluded from.

### Scope:

Currently I believe the scope of the minigame is definitely on the stretched side of things. To begin with I will implement the idea as suggested above, but without the bumpers. The bumpers will be a stretch goal. The fact that the player can only control their movement in one direction and the fact the minigame will be top down, I believe makes this in scope of my abilities.