**Cyber Boy Playtesting Report**

**Game Title:**

**Cyber Boy**

**Game Description:**

Cyber Boy is a futuristic action-adventure game where the player becomes a digital hero fighting to dismantle OmegaCorp's oppressive control over a simulated world called *The Nexus*. The goal is to rescue digitized minds, break AI control systems, and restore freedom.

**Game Mechanics:**

* Movement using WASD keys.
* Interact with Nexus terminals and data terminals using the **E** key.
* Solve hacking mini-games.
* Navigate levels through stealth or direct engagement.
* Trigger events that change the environment (like freeing digitized minds or disrupting control systems).

**Rules:**

* Players must balance stealth and combat; loud approaches can attract powerful enemies.
* Hacking is puzzle-based, scaling in difficulty with complexity.
* Only one audio listener should be active per scene to avoid Unity errors.
* Nexus interaction only works if the player has the correct tag and enters the trigger zone.

**Objectives:**

* Rescue Big Fish, a vital digital entity.
* Disrupt OmegaCorp's AI domination of The Nexus.
* Free all digitized minds trapped within the system.
* Unlock new levels and continue the digital rebellion.

**Win/Loss Conditions:**

* **Win:** All objectives completed and OmegaCorp defeated.
* **Loss:** Player’s health depletes, leading to checkpoint resets or mission restarts.

**Scoring:**

* XP awarded for:
  + Completing missions.
  + Successful hacking.
  + Neutralizing or avoiding enemies.
* Bonus XP for:
  + Stealth completions.
  + Fast completions.
  + Discovering secret areas.

**Playtesting Feedback (Internal Only):**

Console Logs:

“Player entered Nexus Terminal zone. Press E to interact.”  
“OmegaCorp's control over The Nexus is broken! The digitized minds are free.”  
“Digitized minds are freed!”  
“The Nexus is disrupted. New objectives unlocked.”  
“📡 Accessing Data Terminal...”  
“Hacking the terminal...”  
“📡 Accessing Data Terminal...”  
“Hacking the terminal...”