

Game Design Document (GDD)

Game Title: *Space Cyber Mission*

Genre: Educational Simulation

Topic: Information Security

1. Concept / Vision Document (Proposal)

An interactive level-based simulation game that helps students identify phishing attacks and strengthen their cybersecurity awareness through gameplay in a sci-fi mission setting.

2. Artistic Design Document

- **Theme:** Outer space security mission
- **Visual Style:** Dark futuristic UI
- **Assets Used:**
 1. Background: bg.jpg (space-themed image)
 2. Sound: correct.wav, wrong.mp3 for feedback

3. Game Structure

- **Characters:**
 1. **Player:** Commander of a space mission
 2. **Admin:** Non-playable, manages game backend
- **Levels / Stages:**
 1. 5 levels total
 2. Each level contains 2 random questions from a pool
 3. Increasing difficulty with progress

- **Game Mechanics:**

1. MCQ format with radio buttons
2. +10 for correct answer, -5 for incorrect
3. 3 wrong attempts = retry the level
4. Progress auto-saved

- **Menus and Navigation:**

1. Login/Register Screen
2. Home Screen
3. Level Select Menu
4. Question Interface
5. Admin Panel (for admin users)

4. Project Task Distribution

All work was done together on campus and on discord.

5. Game Testing Plan

- Unit testing of question loading, scoring logic
- User registration/login verification
- Admin user tests: add/delete users, update progress
- Functional testing of level progression and game replay
- Manual UI testing for visual consistency

6. Risks and Risk Mitigation Plan

Risk	Mitigation
JSON file corruption	Implement file existence and structure checks
User forgetting credentials	Admin override feature
Sound/visual loading issues	Fallback to defaults
Data loss	Encourage backups of data/ folder before submission