

Game Development Project InfoSec

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Game Vision, Goal, and Objectives

Vision:

To create an immersive and interactive simulation game that educates players about cyber threats, particularly phishing attacks, while enhancing their decision-making and analytical skills in the context of information security.

Goal:

Empower players to identify and respond to phishing and cybersecurity threats by completing scenario-based challenges across progressively harder levels.

Objectives:

1. Recognize common indicators of phishing attempts in emails and messages.
(Remembering / Understanding)
2. Distinguish between legitimate and suspicious requests using contextual clues.
(Understanding)
3. Apply knowledge to select the safest action when confronted with a cyber threat.
(Applying)
4. Analyze different question formats to identify misleading information. *(Analyzing)*
5. Reinforce cybersecurity hygiene through repeated trials and learning from mistakes.
(Creating / Evaluating via feedback loops)

Core Functionalities of the Game

No.	Functionality	Description
1	User Login/Registration	Secure login for players and admins with persistent user data.
2	Home Screen	Themed introduction and game launch area.
3	Level Unlocking	Progressive levels with increasing complexity and challenge.
4	Quiz Engine	Multiple choice questions per level with instant feedback.
5	Score/Progress Tracking	Automatically saves and retrieves player progress.
6	Audio-Visual Feedback	Engaging sounds and visuals to support learning.
7	Admin Management	Full backend control of users, progress, and questions.
8	Replay & Reset Options	Encourages replayability and mastery through resets.

Game Architecture

