**Level Progression**

**\*highlight = new to that level\***

**Level 1:** Desktop Levels

* ***This is a good idea but I think it will be too challenging for us to do with our limited resources so I’ll leave it for possible future addition but am removing it from the current design****.(*Unique Challenges: Basic playing field set inside Pop Up Windows. Each Sub stage will be in its own Pop Up Window. During play the camera will zoom in on active window. Screen will look cluttered toward end of level. )

**Virus types** –Attackers **- Bug, Thief**

-Helpers**– Miner, Muncher**

-Powers-**Overload**

**Defense types – Nort.**

* Tutorial 1: Game play intro
* 1-1: Intro – Nort
* Reward - Muncher(Attacker)
* 1-2: Standard level
* Reward - Chips = 5
* 1-3: Intro-firewall
* Reward - Chips = 5
* 1-4: Standard level
* Reward - Overload (Power)
* 1-5: End of level challenge(Bonus Game)
* Reward - Chips = 25
* 1-6: Over load system (unlimited resources)
* Reward - Location of Next System

**Level 2:** Safe Mode Levels

* Unique Challenge: Start with data caps and limited virus types available. The more sub levels you beat the higher the cap goes and more viruses will be available. Last sub level = unlimited resources and software update challenge.

**Virus types** **–** Miner,Muncher,Theif, Bug,

**Defense types –Nort, Fire Wall**

* 2-1: intro to encryption (fog of war)
* reward -
* 2-2: Standard level
* reward- delete function (delete unneeded virus’s)
* 2-3: Standard level
* reward-
* 2-4: intro -
* 2-5: End of Level Challenge
* reward- Additional virus slot
* 2-6: Over load system (unlimited resources)
* Reward - Location of Next System

**Level 3:** Mother Board

* Unique Challenges: Limited tiles on the playing field, System can install defenses on hardware pieces.

**Virus types –** Addy, Muncher, Roid, Spammer, Slicer, Theif, Bug, Freezer, D-Blocker, Spy, Trojan, Worm, Parasite, **Zdoc,** **Replicator, Swarm**

**Defense types –** Firewall, Zapper, Virus scanner, Nort, pop up blocker ,Anti virus node, sandbox, encryption, **gaser, spiker**

* 3-1: Standard level
* reward -
* 3-2: intro -
* 3-3: Standard level
* 3-4: budget challenge
* reward-
* 3-5: Standard level
* 3-6: intro - spiker
* 3-7: Hardware update
* 3-8: Standard level
* reward -
* 3-9: Standard level
* 3-10: Hardware update and unlimited resources

**Level 4:** Mainframe/server bank levels

* ***This is a good idea but I think it will be too challenging for us to do with our limited resources so I’ll leave it for possible future addition but am removing it from the current design****.(*Unique Challenges: Multilayer (heights) playing grid. Player has to manage multiple playing boards in each sub level.)

**Virus types** – Addy, Muncher, Roid, Spammer, Slicer, Theif, Bug, Freezer, D-Blocker, Spy, Trojan, Worm, Parasite, Zdoc,Replicator, Swarm, **TNT, Redirect, Ghost**

**Defense types –** Firewall, Zapper, Virus scanner, Nort, pop up blocker ,Anti virus node, sandbox, encryption, gaser, spiker, **mines, McCafe**

* 4-1: Standard level
* 4-2: Intro- Mines
* reward -
* 4-3: Standard level
* 4-4: Hardware update
* Reward -Ghost
* 4-5: Standard level
* 4-6: Standard level
* reward – starting “data (money)” increase
* 4-7: Standard level
* 4-8: budget challenge
* Reward -
* 4-9: Standard level
* 4-10: Boss encounter (IT guru)
* 4-11: System overload unlimited resource

**Level 5:** Internet

* ***This is a good idea but I think it will be too challenging for us to do with our limited resources so I’ll leave it for possible future addition but am removing it from the current design****.(*Unique Challenges: Perspective and level type will change with ever 2-3 sub levels (all the previous perspective)

**Virus types –** Addy, Muncher, Roid, Spammer, Slicer, Theif, Bug, Freezer, D-Blocker, Spy, Trojan, Worm, Parasite,Replicator, Swarm, TNT, Redirect, Ghost**,**

**Defense types –** Firewall, Zapper, Virus scanner, Nort, pop up blocker ,Anti virus node, sandbox, encryption, gaser, spiker, mines, McCafe, **Data Recycler**

**Viuses from other hacker- Muncher, Slicer, Bug, Worm, Redirect**

* 5-1: Boss challenge (another hacker)
* reward –
* 5-2: software challenge
* 5-3: Intro data recycler
* reward -
* 5-4: budget challenge
* 5-5: boss challenge (another hacker)
* reward-
* 5-6: hardware challenge
* 5-7
* 5-8: unit challenge
* 5-9
* 5-10: boss encounter (Hacking group [multiple hackers at once])