Ogre Armageddon OS Build - Filled Decision Matrix

# Ogre / Armageddon Stack

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| Option | Pros | Cons | Risk Level |
| Full scanner-project suite (ONVIF scan, brute-force, RTSP, AI, Docker) | All-in-one package, modular, battle-tested features | Complex integration, higher resource usage | Medium |
| Portable USB deployment with auto-setup (Linux/Windows) | Truly portable, cross-platform, fast setup | Requires careful permissions, driver compatibility issues | Medium |
| Self-learning AI that learns from scripts/tools | Adaptive, gets smarter over time, unique edge | Unpredictable behavior, harder debugging | High |
| Modes: Regular Ops / Section 31 / Borg Assimilation / Scorched Earth | Flexible, user can shift modes dynamically | UI/UX complexity, more testing needed | Medium-High |

# Section 31 Protocol

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| Option | Pros | Cons | Risk Level |
| Dark LCARS visuals with red glows and cinematic FX | Immersive covert-ops look | Could strain GPU/CPU with animations | Low |
| Stealth tools auto-activated (MAC spoofing, jitter scans, proxy hopping) | Makes scans harder to detect | Adds latency, higher code complexity | High |
| Jarvis covert mission-style responses | Immersive AI roleplay, mode awareness | Less general-purpose AI tone | Low |

# Borg Assimilation Mode

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| Option | Pros | Cons | Risk Level |
| Borg overlays with tactical UI | Unique aesthetic, intimidating look | Risk of cluttered visuals | Low |
| Assimilation-driven suggestions (attack vectors, merges) | Guides user toward aggressive strategies | May push risky or noisy ops | Medium |
| Jarvis assimilation persona | AI adapts to theme, fun + immersive | Could creep out non-techies | Low |

# Scorched Earth Mode

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| Option | Pros | Cons | Risk Level |
| Full suite auto-enabled (scanner, brute, stealth sweeps, exploits) | Max power, one-command takeover | High chance of triggering defenses, heavy resource load | Very High |
| Voice-trigger launch codes for autonomous sweeps | Hands-free activation, cinematic | Accidental triggers possible, safety concerns | High |
| Secure logging and Borg self-destruct protocol | Keeps records safe, wipes if compromised | Risk of losing useful logs unintentionally | Medium |

# Hardware Hacking Module

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| Option | Pros | Cons | Risk Level |
| USB-to-TTL adapter integration | Direct hardware access | Needs physical access | Medium |
| Real-time serial console in dashboard | Single interface for software + hardware | UI complexity | Low |
| Command input + logging | Full control and traceability | Log management overhead | Low |
| Firmware flashing integration | Deep hardware reprogramming ability | High chance of bricking devices | Very High |
| Mode-aware behaviors (Section 31 vs Borg) | Immersive, changes feel per mode | Extra dev/testing required | Medium |

# Evil Twin & Network Warfare

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| Option | Pros | Cons | Risk Level |
| Evil Twin Wi-Fi AP hijacking module | Strong offensive option | Illegal outside lab, risks collateral damage | Very High |
| Stealth scan integration | Makes Evil Twin more covert | Adds scan delays | High |
| Tie-in with Section 31 for covert AP ops | Blends features with protocol aesthetics | Niche usage | Medium |

# Visuals (Starfleet/Borg Hybrid)

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| Option | Pros | Cons | Risk Level |
| Starfleet LCARS panels | Clean, futuristic interface | Learning curve for new users | Low |
| Borg overlays and assimilation graphics | Immersive tactical visuals | Risk of clutter | Low |
| Section 31 black/red LCARS variant | Stealthy, cinematic ops feel | Less readable long-term | Low |
| Sound FX (toggle, default on) | Immersive experience | Annoying if overdone | Low |
| Real-time interactivity: logs, RTSP, AI panel | Dynamic, hands-on control | Resource-intensive | Medium |

# Jarvis AI Integration

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| Option | Pros | Cons | Risk Level |
| Offline-first (local LLM, optional online GPT fallback) | No dependency on cloud, private | Local models use more resources | Medium |
| Voice command (Vosk/Whisper) | Hands-free control | Accuracy varies, noisy environments fail | Medium |
| Mode-aware (Regular, Section 31, Borg) | Immersive, adaptive AI | More dev/testing required | Low |
| Tactical suggestions for exploits and scan priorities | Guided workflow, saves time | Might mis-prioritize targets | Medium |

# Using All Three GPT Versions

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| Option | Pros | Cons | Risk Level |
| Codex: code gen/debugging | Powerful coding partner | May hallucinate code | Medium |
| Sora: video/visual AI integration | Adds video/vision intelligence | Heavy GPU requirements | High |
| GPT-5: orchestration, reasoning | Strong reasoning, main brain | Risk of bottlenecking tasks | Medium |
| Unified 'Jarvis Brain' with specialist AI modules | Best of all worlds, highly modular | Complex orchestration overhead | High |