

Software Development Concept – GTA Online Spy Satellite DLC – Main Component Architecture – Shadow Hacker Group Services

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Hypothetical DLC concept created for GTA Online. Concept is titled
GTAOnline Spy Satellite DLC.

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Software Design Stage: Updated 2/23/2024, 1757



Brief Summary of Concept

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New components or new functionality has been created using current in-game components or gameplay found in GTA Online. The components were designed to only require code to enable the functionality or gameplay. That is, the features of the Spy Satellite DLC are designed to require no new or minimal 'outside' code.

The components and subcomponents of the Main Architecture were designed from the end-user's perspective without using any code from GTA 5, GTA Online, or other code that may belong to Rockstar Games.

Brief Disclaimer

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This software development project is a sample presentation for interview purposes.

Accessing this presentation through my LinkedIn page (or any other way) does not give you the permission to distribute it nor claim it as your own work.

I am the sole developer of this DLC concept. No code from GTA Online nor Rockstar Games was used in the making of this document. Concept created solely from the end user's perspective. Please do not distribute this presentation or claim it as your own.

The DLC concept that is featured in this software development document is fictional. It is intended for GTA Online, a game that is owned by Rockstar Games, it will feature some aspects or concepts of their game to help me illustrate the DLC concept I am proposing. No relation to Rockstar Games nor GTA Online should be assumed by the reading or creation of this fictional DLC concept for GTA Online.

Any imagery that is owned by Rockstar Games, is only used by me for educational purposes, to help explain a concept that I am proposing. No relation to Rockstar Games nor GTA Online should be assumed by the reading or creation of this fictional DLC concept for GTA Online.

No type of illegal or unauthorized modification to GTA Online is being proposed in this document. I am only reusing certain aspects of their game in a hypothetical manner. I am also including other components for addition into GTA Online.

Any other images found in this document are used solely for educational purposes and are property of their respective owners. Thank you.

Sincerely,

Ed Orejel, MSCS



Vision Statement

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This concept can work for GTA Online because of how GTA was designed. Currently, all the players have an in-game cell phone. The assumption is that the players receive cell phone access to play the game. There is no clear indication on where the cell phone access comes from. Thus, we can assume the cell phone access is given to the players by a phone company in San Andreas. The phone company is implied and the connection between the telephone company in San Andreas and the players is implicit. San Andreas is supposed to resemble the state of California.

It is implied that the phone company uses satellites to communicate. This relationship is tenuous because, ultimately, we do not know where the player's cell phone access comes from. It is safe to assume, the connection is subject to interpretation with players left with the belief that this is just the way it is in GTA Online.

A spy satellite can be included in GTA Online. The addition of a spy satellite will make the relationship between telecommunications and the player's cell phone explicit. Further, the players can receive access to new and robust ways to play the game. The access ranges from new ways of hacking into systems, to new smart and high-tech vehicles and even new types of smart ammunition.

A final design of potential components that can be enabled with the addition of a spy satellite has been included. The components align well with GTA Online's overall style of gameplay. The component design has been finalized, but I am the only developer that created this concept. Other developers, for example, developers from Rockstar Games, might be able to design different components if they are given a spy satellite.

Vision Statement Expanded – New Additions to GTA Online – The Shadow Hacker Group

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Shadow Hacker Group



- The Shadow Hacker group will provide various services to the player through the spy satellite. The services are categorized as follows:
- Hacking
 - Attacking
 - Defending

The Shadow Hacker Group and the Military Group are included with the Spy Satellite DLC because of the overall theme of the DLC. The two groups are different because of the nature of their abilities to identify targets or collect covert surveillance, for example.

A Shadow Hacker Group will use sophisticated and covert means to conduct their operations. This could mean using simple technology in never before seen ways, and they will do this while stationed miles away, using a connection to a spy satellite.

Vision Statement Expanded – New Additions to GTA Online – The Spy Satellite

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The Spy Satellite



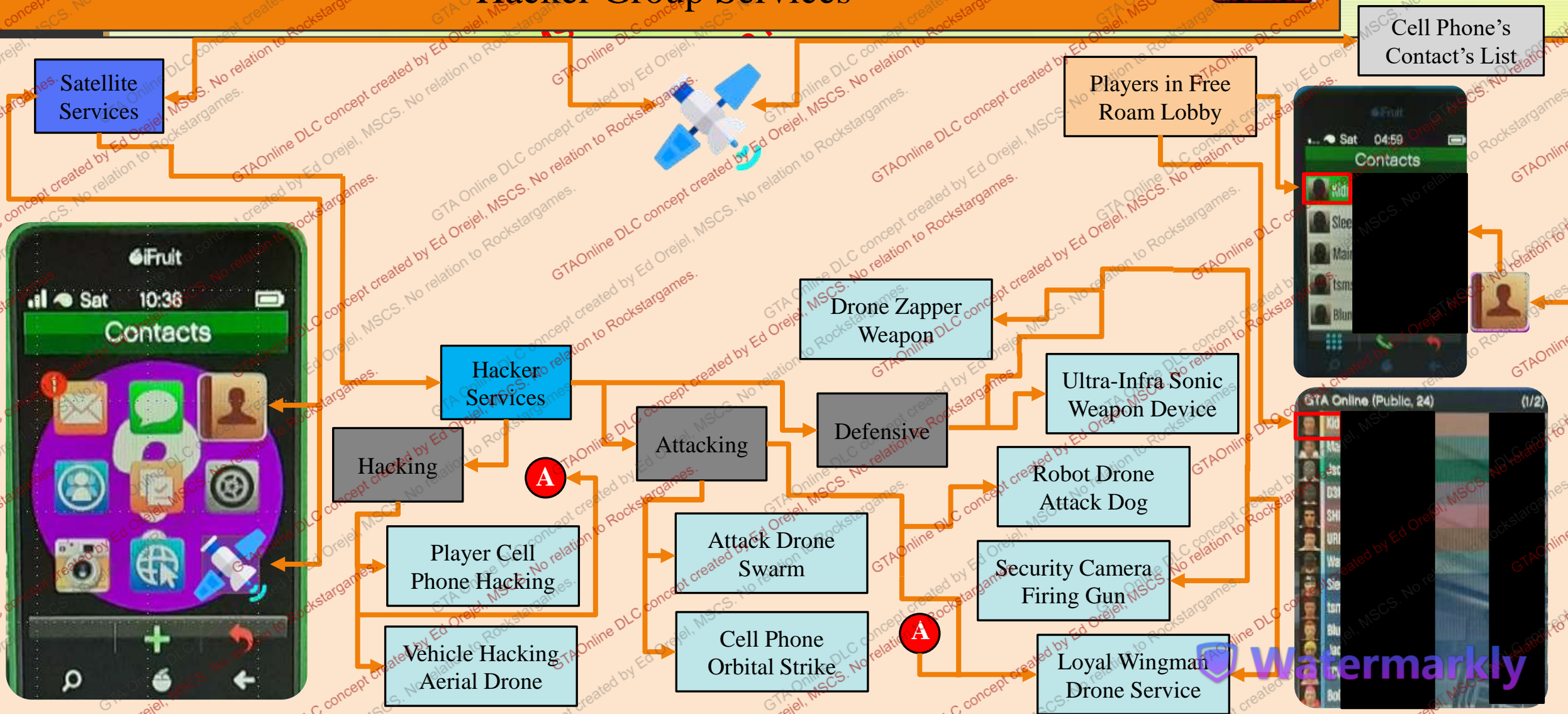
In the real world, a shadow hacker group, and the military, would use the spy satellite in a similar way, but for different purposes. The end-use of the spy satellite by the two groups, thus, is so distinct, that it was easier to create two separate entities for GTA Online that would be given access to the spy satellite.

Thus, the Military Group would use typical military weapons and tactics provided by the spy satellite. The Shadow Hacker Group would use atypical weapons and tactics provided by the spy satellite. The former group's methods are for conventional warfare, presumably. The latter group's methods are for permanent or long term asymmetrical warfare, including asymmetrical information (intelligence) gathering.

For more specific details about the components of each group that will interact with the player, please view the slide titled *Conceptual Overview of Spy Satellite Services – Top-Level Component View – All Services* in this presentation.

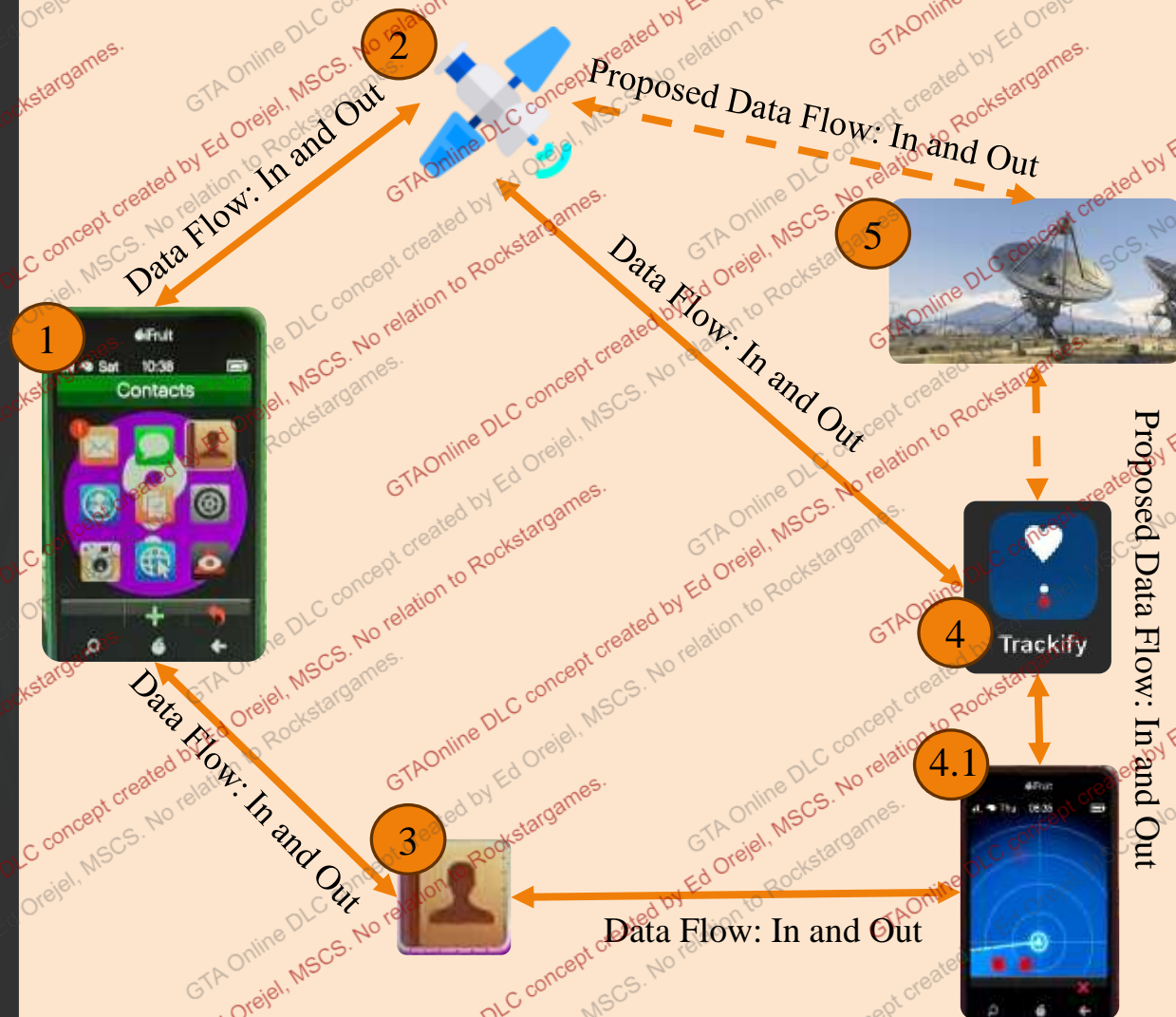


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Radar and Targeting System Data Flow – Hardware and Software Component Connection – Main Components Connected

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This flowchart shows the relationship that I am proposing with current in-game components. The purpose of organizing the components this way, is to create a new piece of technology in the game. The technology is in the form of a radar and targeting mechanism that will be created by the addition of a spy satellite.

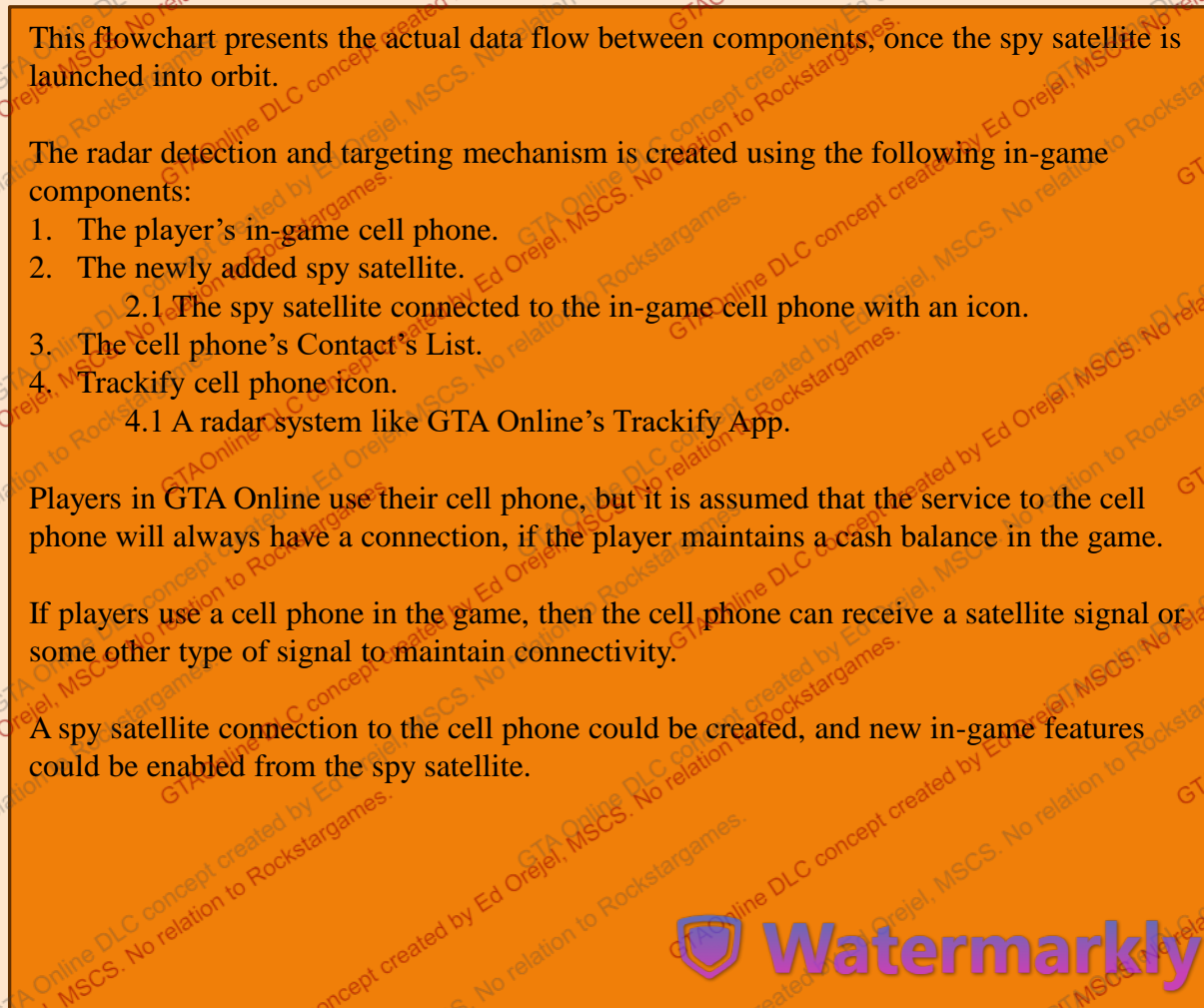
The radar detection and targeting mechanism is created using the following in-game components:

1. The player's in-game cell phone.
2. The newly added spy satellite.
3. The cell phone's Contact's List.
4. Trackify cell phone icon.
 - 4.1 A radar system like GTA Online's Trackify App.
5. Satellite Relay Station located in Grand Senora Desert, Blaine County (optional).

The main function of the spy satellite is to provide GPS latitude and longitude coordinate data of the player's current location, anywhere in the free roam lobby, if the player is not indoors. GPS data of the player will also be tracked while underwater or out in the ocean.

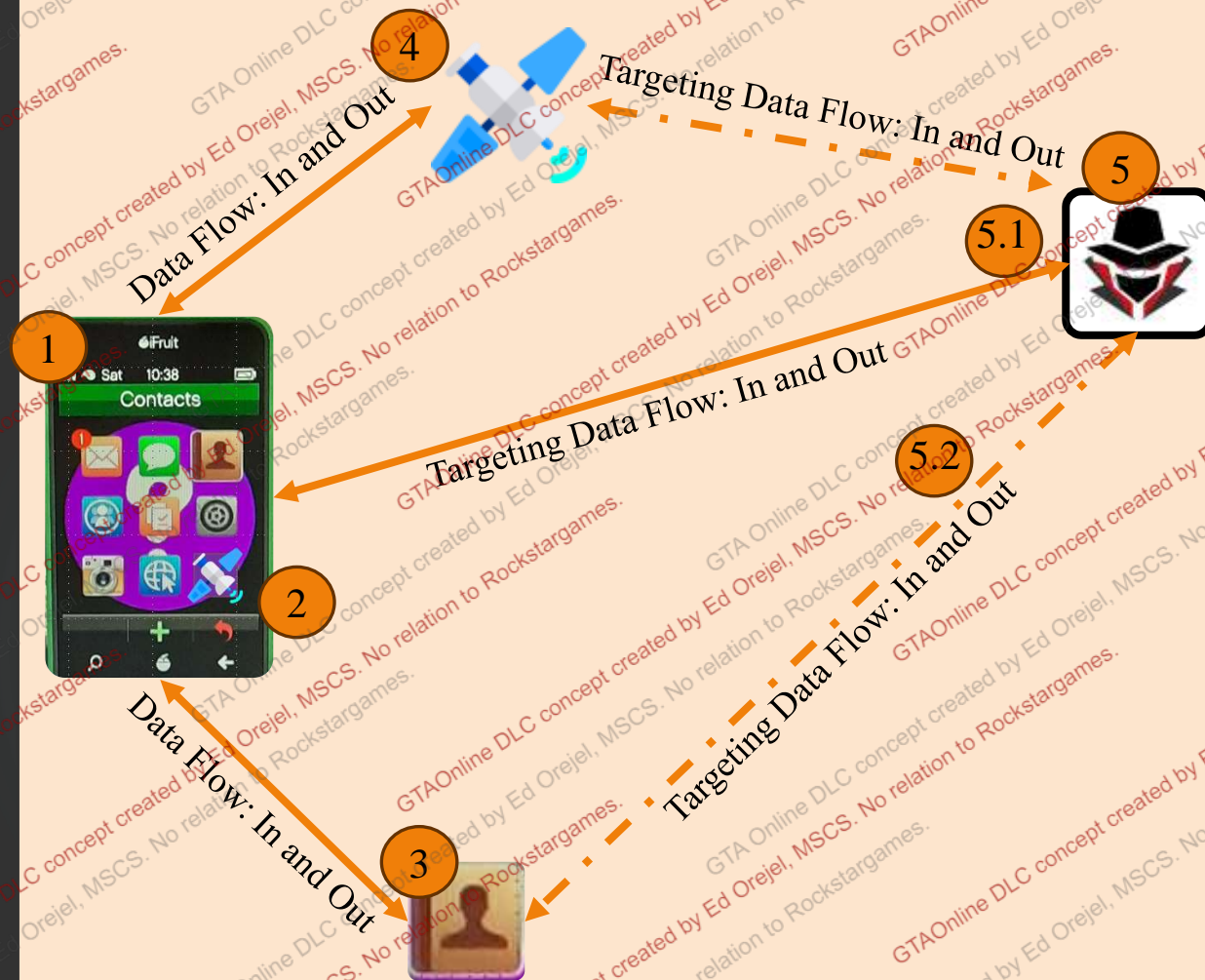
The spy satellite and radar tracking system will allow other new technology to be used in the game.

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Spy Satellite System Data Flow – Cellular Phone Access and Targeting Data Flow Between Components – Shadow Hacker Group

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The components being proposed are as follows:

1. The player's in-game cell phone.
2. The newly added spy satellite icon linked to the in-game cell phone.
3. The mobile phone's Contact's List.
4. The newly added spy satellite.
5. The newly added Shadow Hacker Group linked to the spy satellite.
 - 5.1 The Shadow Hacker Group will connect to the player's in-game cellular phone.
 - 5.2 The Shadow Hacker Group will connect to the player's Contact's List.

Once the components are connected in-game, a data-link is created that enables the ability to deliver new and robust gameplay services to the player.

Other GTA Online Components Connected to Spy Satellite – Targeting Data Flow Between Components – Agent 14 Connected to Trackify through the Spy Satellite Component

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The design of the system allows for other components to be added and connected to the spy satellite. For example, Agent 14 could be given access to the spy satellite. Once Agent 14 is given access, he can call the players on their mobile phones to see if they want to access other in-game missions offered through the spy satellite.

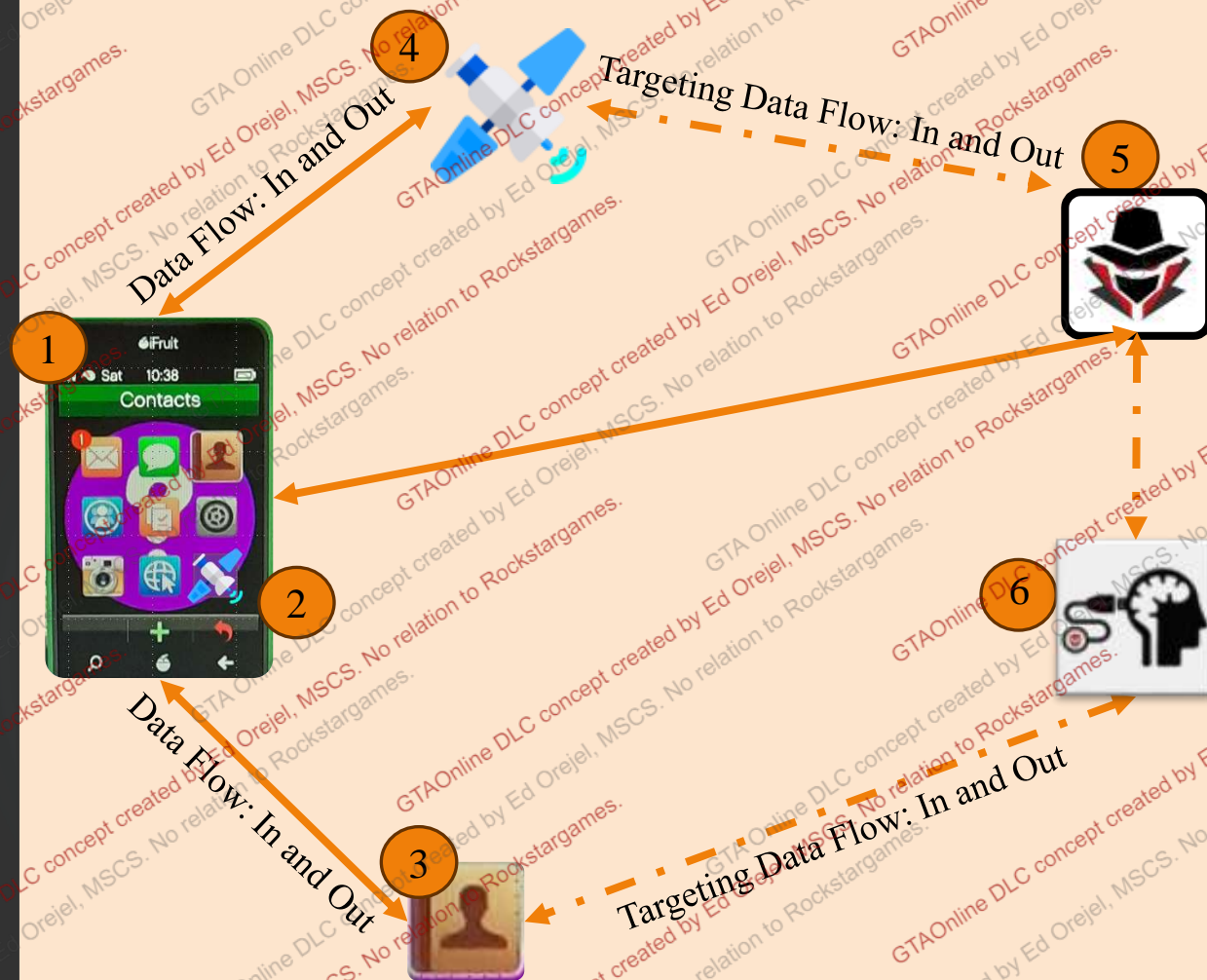
1. The player's in-game cell phone.
2. The spy satellite linked to the in-game cell phone.
3. The cell phone's Contact's List.
4. The newly added spy satellite.
5. A radar system like GTA Online Trackify App.
 - 5.1 A radar system like GTA Online Trackify App.
6. The Shadow Hacker services will receive cell phone data.
7. Additional component(s) added: Agent 14.
 - 7.1 It is implied Agent 14 would use the spy satellite and the Trackify App to track players for various in-game tasks.

The spy satellite can also be used to connect and add other types of DLCs.

An "Aquatic DLC" focusing on the billionaire lifestyle of expensive yachts, high-end illegal contraband, and power business deals gone bad could be one of many choices.

Spy Satellite System Data Flow – Cellular Phone Access and Targeting Data Flow Between Components – Shadow Hacker Group – Social Engineering Component

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The Social Engineering Component data flow is presented in this slide. The components for it are as follows:

1. The player's in-game cell phone.
2. The newly added spy satellite icon linked to the in-game cell phone.
3. The mobile phone's Contact's List.
4. The newly added spy satellite.
5. The newly added Shadow Hacker Group linked to the spy satellite.
6. The Social Engineering component enabled for the players courtesy of the Shadow Hacker Group.

Once the components are connected in-game, a data-link is created that enables the ability to deliver new and robust gameplay services to the player.