GTA Online Spy Satellite DLC – Shadow Hacker Group Services – Hacking Services – Cell Phone Hacking Services – Social Engineering – Swatting – Snitching – Standard Social Engineering

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This document presents the Social Engineering Services provided by the Shadow Hacker Group through the spy satellite. The *GTAOnline Spy Satellite DLC* is created for GTA Online.

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Software Design Stage: in progress 01/14/2024 1535

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. 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. The GTA Online logo will also be used to help illustrate some of the concepts being proposed.

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 or concepts found in this document are used solely for educational purposes and are property of their respective owners. Using any images or concepts from public sources does not mean I am claiming ownership over the images.

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No relation to Rockstar Games nor GTA Online should be assumed by the reading or creation of this fictional DLC concept for GTA Online. Thank you.

Sincerely,

Ed Orejel, MSCS

GTA 5 Cellular Phone

Cell Phone Hacking

Shadow Hacker Group

In designing the *GTA Online Spy Satellite DLC*, a few potential optimizations were discovered. The optimizations in this document use the in-game cell phone that is provided to the players. The players in GTA Online use the in-game cell phone to progress through the game in both GTA Online and GTA 5, respectively. The GTA 5 cellular phone is shown on the left as an image.

The cell phone optimizations that were created with the *GTA Online Spy Satellite DLC* use the player's cell phone in different ways to create new gameplay concepts in GTA Online.

The potential gameplay concepts are found in this document. They are provided to the players as a service from the Shadow Hacker Group, with the use of a spy satellite. The central assumption in creating the <u>*GTA Online Spy Satellite DLC*</u>, and the <u>Social Engineering component</u>, is that the <u>Shadow Hacker Group</u> can use the <u>spy satellite and spying technology</u>, to track what the player does because the player has a cellular telephone.

Some components might already be in GTA Online, but they do not use the player's cell phone in their operations. Enabling a spy satellite in GTA Online, and creating a direct link to the player's in-game cell phone, would allow the Shadow Hacker Group, through the spy satellite, to perform new operations involving the player's cell phone and other in-game concepts.

The new operations are found in this document as components. Some of the components would require new systems to be created, so that they may be made available to the player as the players use the spy satellite. The Shadow Hacker Group will only operate through the spy satellite.

GTA 5 Cellular Phone
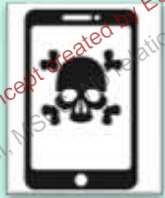
Cell Phone Hacking
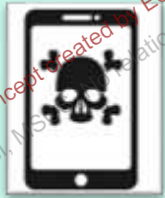
Shadow Hacker Group

I believe that when taken into consideration with other similar in-game services offered to the players of GTA Online, the Social Engineering component as well as addition of a spy satellite, will create opportunity for more robust gameplay.

Thank you.

Sincerely,

Ed Orejel, MSCS

Expanding on Vision Statement – New Addition to GTA Online – Social Engineering – What is Social Engineering (the Art of Human Manipulation)?

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Social Engineering

'Hypnotized'

Puppeteer

Social Engineering is commonly known as the Art of Human Manipulation because it involves altering the behavior of a person, to achieve a desirable outcome for another person. Often times, the outcome is achieved at the expense of the targeted person. In most cases, the person that is a victim of social engineering is not aware that they are being manipulated. The person whose behavior is altered can be understood to be 'hypnotized' or 'controlled by a puppeteer'. The infographic below explains what social engineering is and how social engineering is used.

Social Engineering
The Art of Human Manipulation

Definition
Social engineering is the act of manipulating people into divulging sensitive information or performing acts that compromise security.

Techniques
Phishing, pretexting, baiting, and tailgating

Targets
Employees, customers, and vendors

Goals
Obtain sensitive information, gain unauthorised access, or commit fraud

Prevention
Awareness, training, and robust security measures

Social Engineering
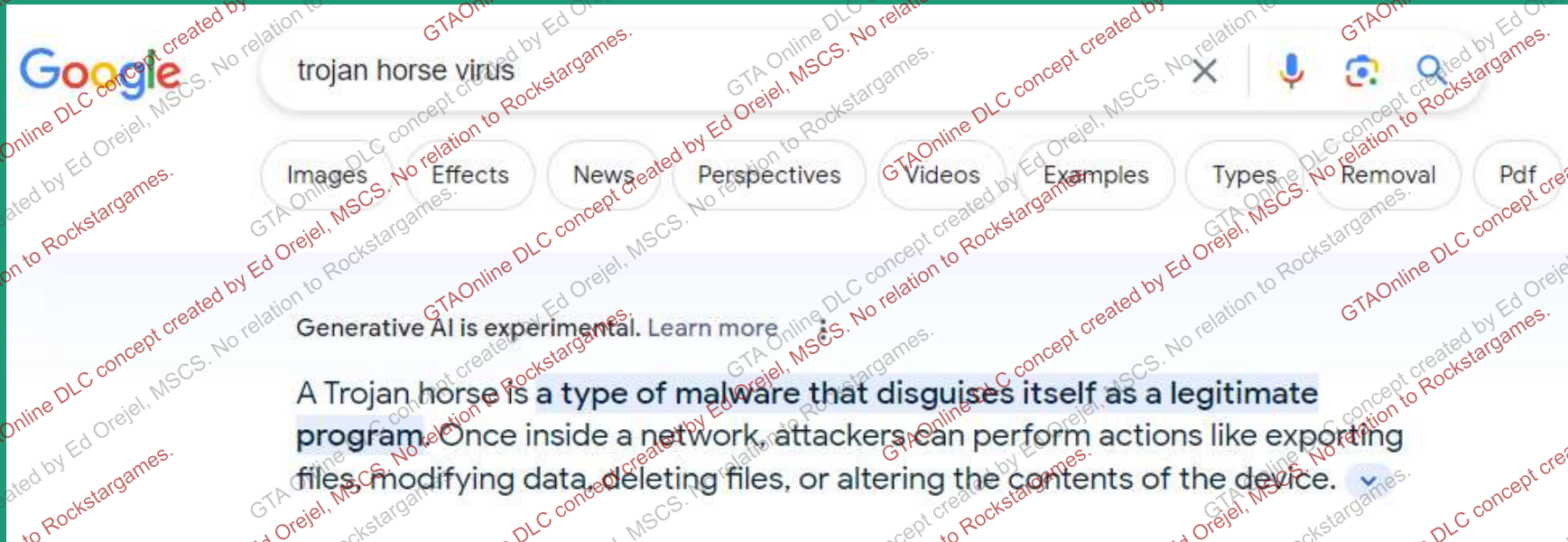
'Hypnotized'

Trojan Horse Virus

Social Engineering can also be understood as a Trojan Horse Virus for the human mind. The reason for this is that a person is secretly implanting an idea, disguised as a different idea, into the mind of a person. The idea that is secretly implanted is more than likely a negative idea that could have serious negative consequences, if the targeted person performs it. A Trojan Horse Virus is malware that is uploaded into a computer system disguised as legitimate or virus-free software. Once uploaded into an operating system, the Trojan Horse Virus will alter the behavior of the system without the user or the system being aware that it has been infected. Thus, Social Engineering is akin to malware for the human mind.

Google   trojan horse virus

Images   Effects   News   Perspectives   Videos   Examples   Types   Removal   Pdf

Generative AI is experimental. Learn more

A Trojan horse is a type of malware that disguises itself as a legitimate program. Once inside a network, attackers can perform actions like exporting files, modifying data, deleting files, or altering the contents of the device.

Expanding on Vision Statement – New Addition to GTA Online – Social Engineering – Standard Social Engineering – How it Could Work

7

Social Engineering

Shadow Hacker Group

LSPD

Standard Social Engineering

The Social Engineering Component is subdivided into the following sub-subcomponents:

1. Snitching – a player will be the victim of a snitch.
    1. Performed using a police, jailhouse, or prison informant.

2. Swatting – a player will targeted for swatting.
    1. Performed using the LSPD SWAT team.

3. Standard Social Engineering – a player will be targeted for social engineering.
    1. The targeted player will be 'hypnotized' with a sense of 'confusion' or a 'sense of being madly in love'.
    2. Hypnosis will be performed using Vanilla Unicorn employees, random NPCs, or other related personal cellular phone contacts of the player.

4. All Social Engineering attacks are performed by the Shadow Hacker Group through the spy satellite.

Snitching

Swatting

Standard Social Engineering

Expanding on Vision Statement – New Addition to GTA Online – Standard Social Engineering – Hypnotized – Confusion – Talk to Player – How it Could Work

8

Social Engineering

'Hypnotized'

'Confused'

Bounty Symbol

The Social Engineering subcomponent of 'Confusion' can be performed by NPCs in the following manner:

1. Confused – a confused NPC carries out an action against the targeted player. The action is 'talking to the player.'
    1. 'Confused' NPCs randomly approach the player and speak to the player about random topics. As the NPCs speak to the targeted player, the NPCs will block the path and field-of-view of the player. The player would not be able to shoot their weapon accurately because their field-of-view is blocked. The confused NPC will 'talk' to the player for a period of time.

    2. The player will have no choice, but to 'listen' to the NPC speak, thereby, becoming distracted. The targeted player will be unable to fire their weapon accurately because the NPC will be in front of them.
        1. If the player shoots the NPC that is blocking their field of view, the NPC defends itself by drawing a weapon to attack the player.
        2. The NPC continues attacking the player until the player dies.

    3. The player will be left vulnerable to attack because they are being distracted by an NPC.

    4. The player can be given an in-game notice indicating that they have become targeted for hypnosis. Other players will be alerted to the in-game notice.
        1. The 'Confused' in-game effects would have to be created.
        2. The effects could be similar to when a player has a bounty placed on them by the system or the players in GTA Online.
            1. This way, other players are signaled that another player has been 'hypnotized' and is now in a vulnerable state.
            2. Financial Incentive – small financial reward can be given to the player that kills the player that was targeted for social engineering. A system-wide alert can be sent to the players in the free roam lobby, indicating that they will be financially rewarded for freeing the hypnotized player.

Expanding on Vision Statement – New Addition to GTA Online – Standard Social Engineering – Hypnotized – Confusion – Zero Day Exploit – How it Could Work

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Social Engineering

'Hypnotized'

'Confused'

Zero Day Exploits

The Social Engineering subcomponent of 'Confusion' can be performed by NPCs in the following manner:

1. Confused – a confused NPC carries out an action against the targeted player. The action is 'crashing into the player's vehicle'.
   1. 'Confused' NPCs randomly crash their own vehicles into the player's vehicle as the player is driving.
      1. 'Confused' NPCs could also randomly crash their vehicles into the player while the player is not in a vehicle.

2. The Shadow Hacker Group, using the spy satellite, spying and hacking technology, will user Zero Day Exploits to control the vehicles of the NPCs.
   1. This type of social engineering attack will not use an Aerial Vehicle Hacking Drone. The Zero Day Exploit Attack on the NPCs vehicles will happen through the spy satellite, using a remote connection, and without the use of a hacking drone or other hacking mechanism.
   2. The Zero Day Exploit control of the NPC vehicles will happen 'remotely'.

Expanding on Vision Statement – New Addition to GTA Online – Standard Social Engineering – Hypnotized – Confusion – Insurance Fraud & Vehicle Theft – How it Could Work

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Social Engineering

'Hypnotized'

'Confused'

Insurance Fraud

The Social Engineering subcomponent of 'Confusion' can be performed by NPCs in the following manner:

1. Confused – a confused NPC carries out an action against the targeted player. The action is '<u>walking or running in front of the player's vehicle</u>'.
   1. 'Confused' NPCs randomly walks into or runs into the player's vehicle while the player is driving it. The player will hit the NPC with their car. After the player gets out of their vehicle to inspect the situation, another NPC steals the player's car.
      1. 'Confused' NPC will not carjack the player.

2. A system to enable this gameplay would have to be created. The system could be an animation to complete the 'Insurance Fraud & Vehicle Theft' sequence.
   1. The player would lose their vehicle and have to pay an insurance fee to Mors Mutual Insurance to get the vehicle back.

Expanding on Vision Statement – New Addition to GTA Online – Standard Social Engineering – Hypnotized – Lost in Love – Vanilla Unicorn Employees – How it Could Work

11

Social Engineering

'Hypnotized'

Vanilla Unicorn

'Lost in Love'

The Social Engineering subcomponent of 'Lost in Love' can be performed by NPCs in the following manner:

1. Lost in Love – a player will be 'hypnotized' by a Vanilla Unicorn employee (or other personal contact).
    1. 'Lost in Love' will be a stronger form of social engineering. The player will be immobilized and unable to use their weapons. The player will experience the effects of being 'madly in love'.

2. A player that is targeted with 'Lost in Love' social engineering, will be distracted by a phone call, email, selfie, or text message on their cellular phone. The various messages would be from the player's contacts whom work at the Vanilla Unicorn.

Expanding on Vision Statement – New Addition to GTA Online – Standard Social Engineering – Hypnotized – Lost in Love – "Random NPCs Cannot Be Picked Up in Certain Vehicles" – How it Could Work

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Social Engineering

'Hypnotized'

Random NPCs In-game Activities

'Lost in Love'

The Social Engineering subcomponent of 'Lost in Love' can be performed by NPCs in the following manner:

1. The 'Lost in Love' social engineering can also be performed by other player contacts whom the player has interacted with while playing GTA Online and performing certain in-game activities.
   1. The "certain in-game" activities referred to are those activities that a player in GTA Online tries to perform on various street corners throughout San Andreas. The "certain in-game" activities require picking up a stranger in the player's own personal vehicle. However, if the player uses the wrong vehicle to pick up the stranger, the player receives an in-game message indicating that the activity cannot be performed with the current vehicle that is being driven.
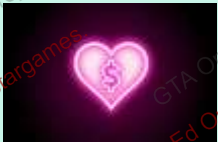
2. The 'madly in love effects' would be simulated by Rockstar Developers similar to how they simulate the in-game effects of being drunk or high.
   1. The ideal in-game effects 'immobilize' the player, making the player 'lose situational awareness'.
   2. Other visual effects of being 'madly in love' would be created so that other players can see that another player has been targeted with 'Lost in Love' social engineering, by the Shadow Hacker Group.
   3. A system-wide in-game alert could also be sent to the free roam lobby players, indicating that a player has been targeted with a Social Engineering attack, by the Shadow Hacker Group.

Cell Phone's Contact's List

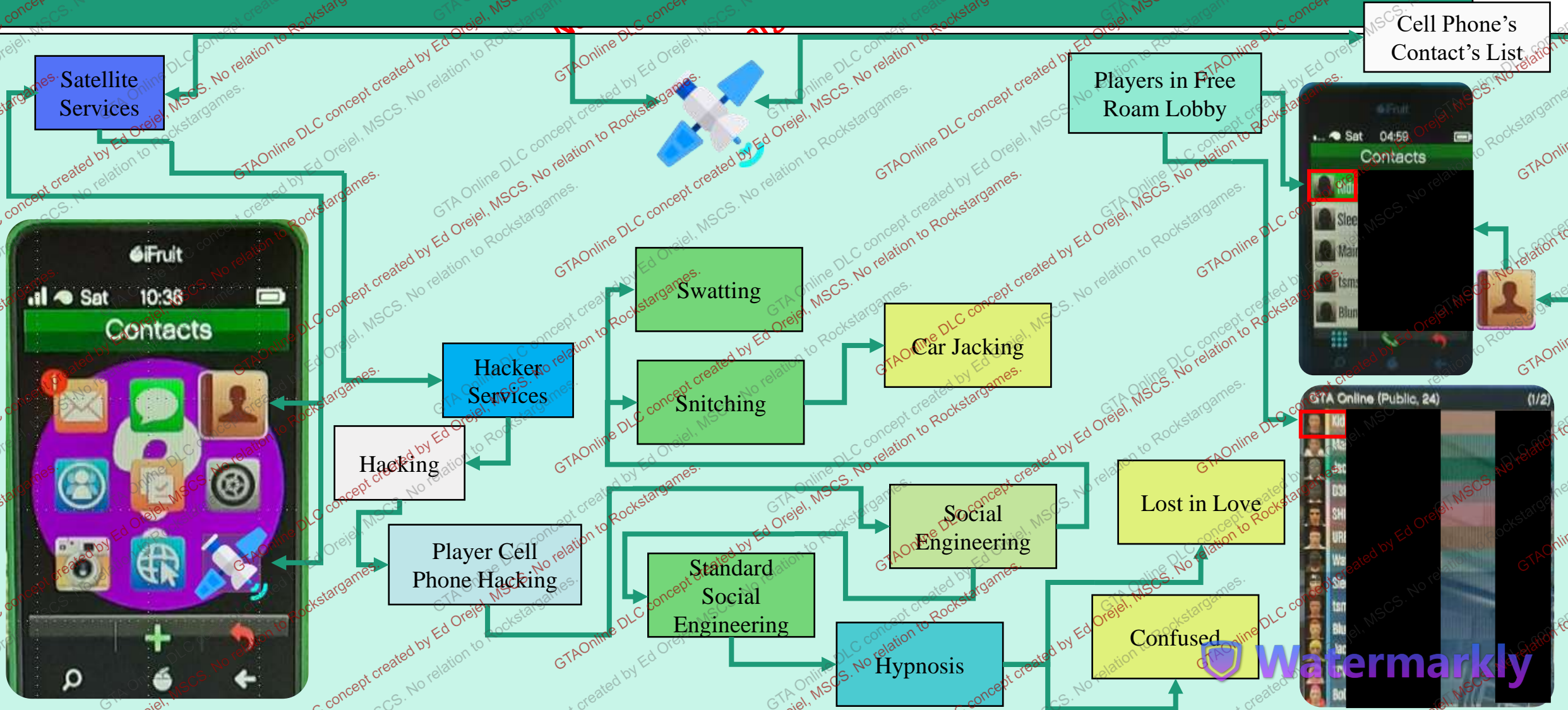Satellite Services

Players in Free Roam Lobby

Hacker Services

Swatting

Snitching

Car Jacking

Hacking

Social Engineering

Lost in Love

Player Cell Phone Hacking

Standard Social Engineering

Hypnosis

Confused

Hacking Services – Cell Phone Hacking Services – Social Engineering – Standard Social Engineering – Hypnosis – Lost in Love – Sub-subcomponents

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Cell Phone's Contact's List

Satellite Services

A

Vanilla Unicorn Employees

Players in Free Roam Lobby

Text Message

Send Message to Player

Written Message

Email

Hacker Services

Picture Message

Selfie

1

Hacking

A

Lost in Love

Player Cell Phone Hacking

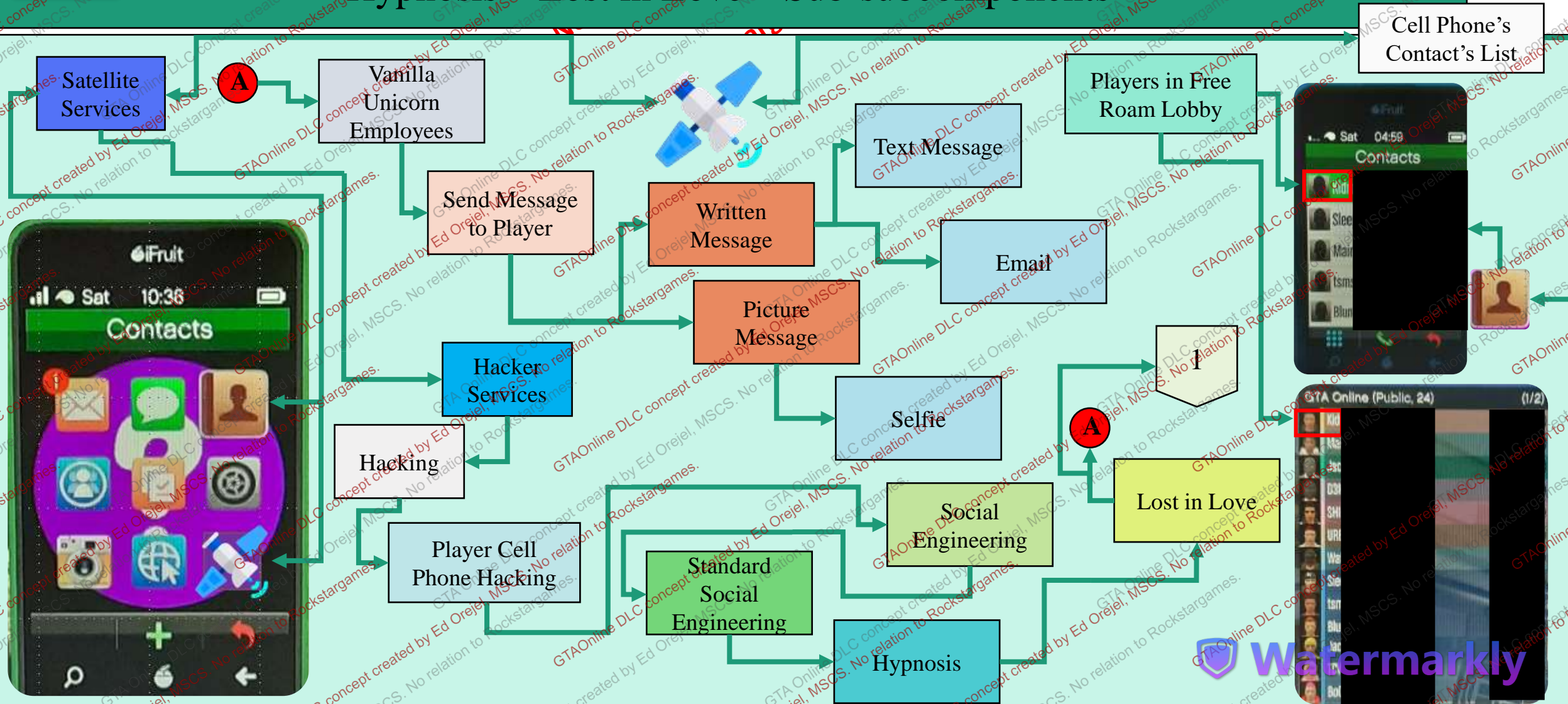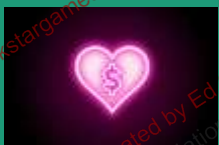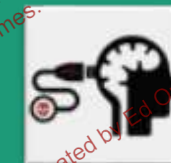Social Engineering

Standard Social Engineering

Hypnosis

Hacking Services – Cell Phone Hacking Services – Social Engineering – Standard Social Engineering – Hypnosis – Lost in Love – Sub-subcomponents

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Cell Phone's Contact's List

Satellite Services

B

Random NPCs Cannot Enter This Vehicle

Players in Free Roam Lobby

Text Message

Send Message to Player

Written Message

Email

Hacker Services

Picture Message

Selfie

1

B

Hacking

Lost in Love

Player Cell Phone Hacking

Social Engineering

Standard Social Engineering

Hypnosis

iFruit
Sat 10:36
Contacts

Sat 04:59
Contacts
Sle...
Mai...
tsm...
Blun...

GTA Online (Public, 24) (1/2)
Kid
Ma...
Dsc...
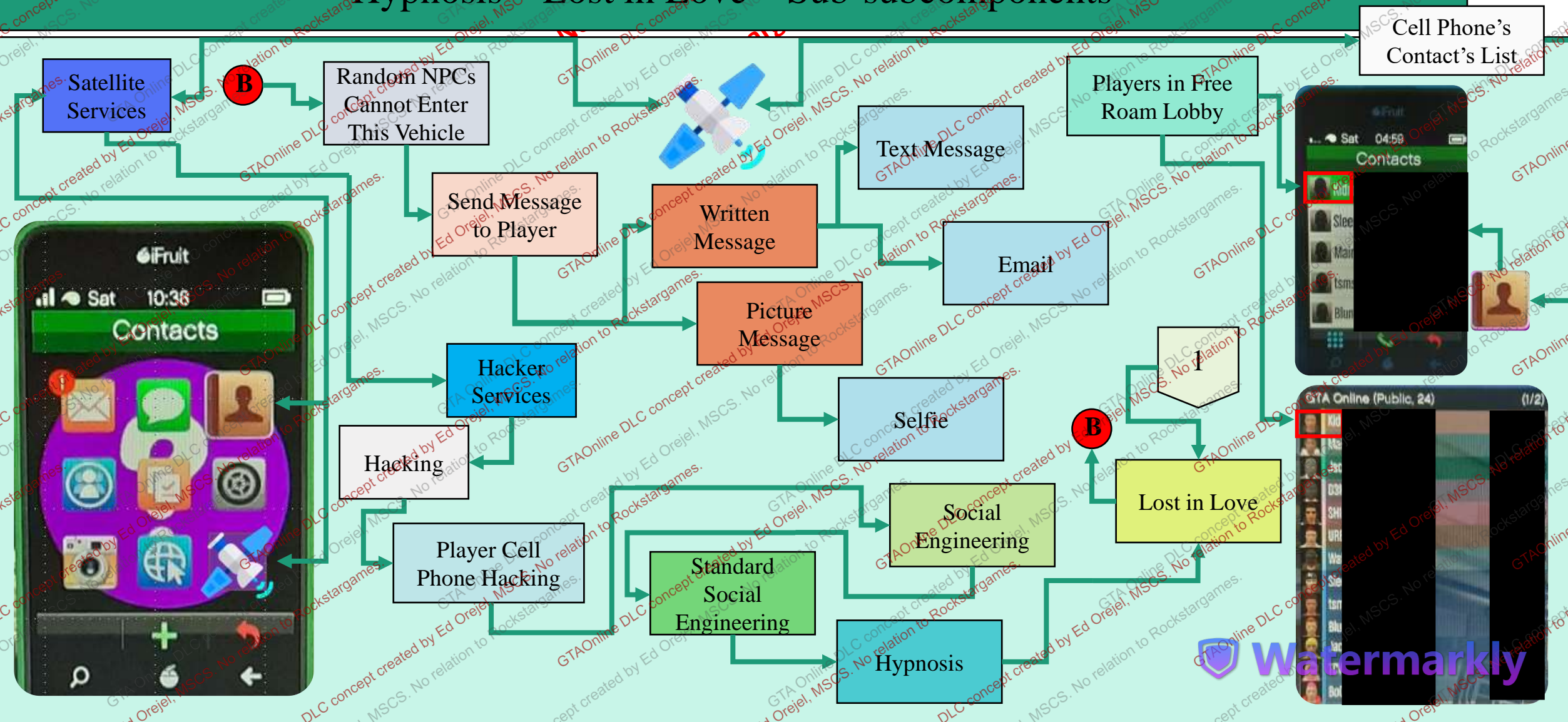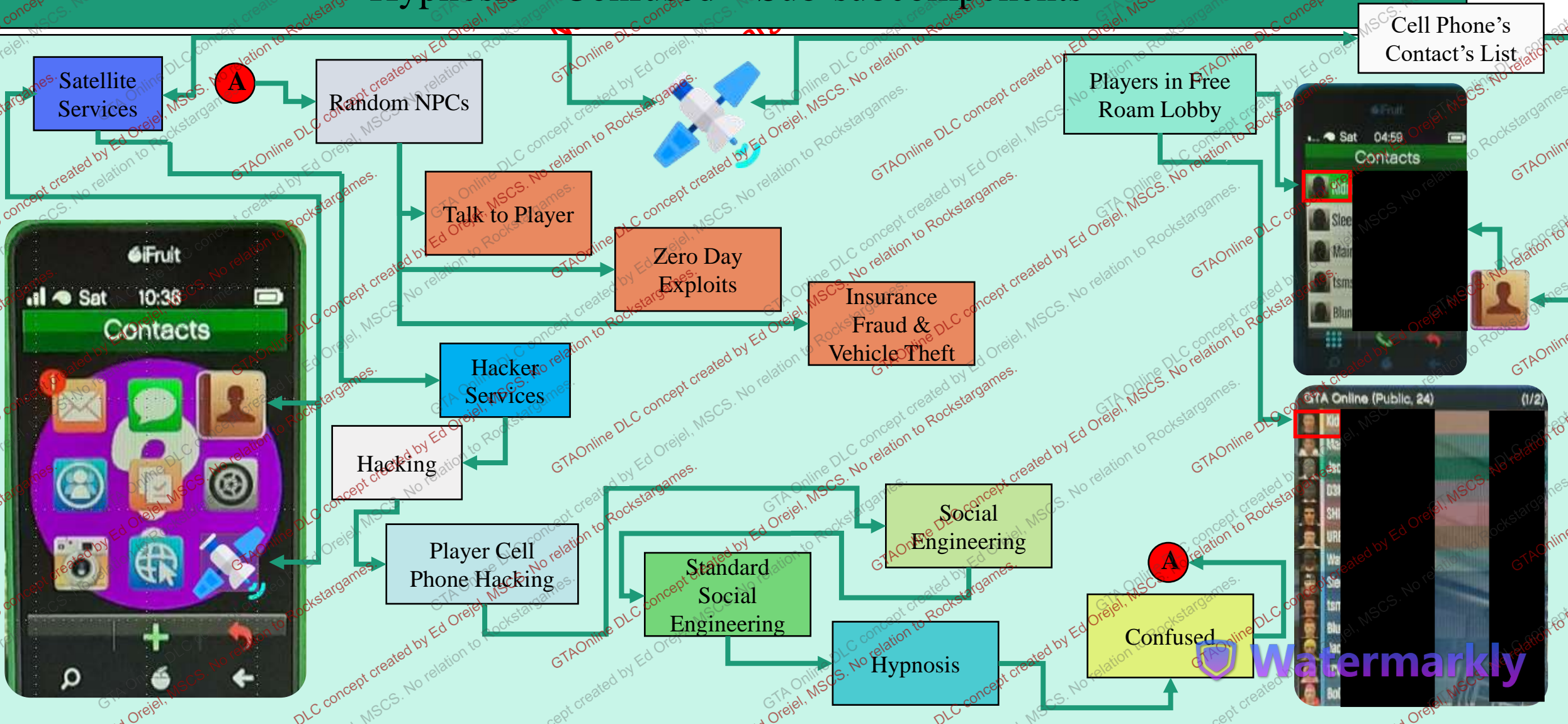D3...
SHI...
URf...
Wai...
Sle...
tsm...
Blu...
tac...
Bol...

Hacking Services – Cell Phone Hacking Services – Social Engineering – Standard Social Engineering – Hypnosis – Confused – Sub-subcomponents

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Cell Phone's Contact's List

Satellite Services

A

Random NPCs

Players in Free Roam Lobby

Talk to Player

Zero Day Exploits

Insurance Fraud & Vehicle Theft

Hacker Services

Hacking

Social Engineering

Player Cell Phone Hacking

Standard Social Engineering

A

Confused

Hypnosis

Sources

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