The DLC concept that is featured in this software development document is fictional. Since 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.

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 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 different theoretical manner. Any other images found in this document are used solely for educational purposes, and are property of their respective owners.

I will use this square with round corners to diagram certain aspects of the concept DLC.

I may also use a rectangle with round corners for the same purpose.

I will use this rectangle with sharp corners to diagram certain aspects of this DLC.

I will also use a square with sharp corners.

Software Dev – Fictional GTAOnline Spy Satellite DLC
Explanation of Arrow Shapes Used

A yellow **two-way arrow to signify communication in both ways, or a two-way relationship between objects** will be used. I will use different shapes of this the double-arrow.
Data will travel between two objects, in both directions when this arrow is used.

A yellow **one-way arrow to signify communication in one direction, or a one-way relationship between objects** will be used. I will use different shapes of the single-arrow.

A black **one-way arrow will also be used to identify an object**. I will use different shapes of the single-arrow.

This is the display of all players in a current GTA Online free roam lobby, at any moment, whether the lobby is public or private.

This same list of players also appears in the player's in-game mobile phone. See the image below featuring the Contact's List of the in-game player mobile phone. You will see the players are identical in both lists.
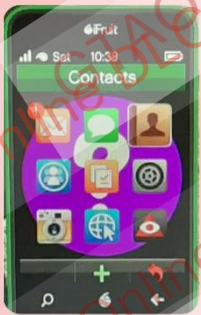

Mobile Phone Contact's List – The fictional spy satellite will allow players to target other players from the in-game mobile phone's Contact's List.

Both the in-game mobile phone, and the current player display in the GTA Online free roam lobbies, share the same information relating to the number of players currently in the lobby.

Thus, the players in GTA Online can use their mobile devices to connect to a fictional spy satellite, to then select players for targeting.

GTA 5 Mobile Phone Icon – The in-game mobile phone of the players will have a secure connection between itself, and the fictional spy satellite.

This is because the in-game mobile phone will help the fictional spy satellite carry out some of the features that I am proposing.

Contact's List Icon – The Contact's List will be used by the spy satellite. The spy satellite will create a direct link between itself, and the Contact's List. This will allow the users in a GTA Online free roam lobby, to be targeted by services provided by the fictional spy satellite.

Software Dev – Fictional GTAOnline Spy Satellite DLC
Explanation of Player Tracking of Mobile Device GPS Coordinates

5
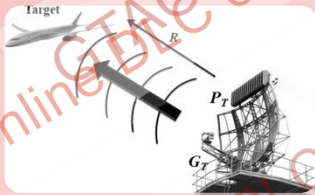
The Targeting System – The components that I am focusing on, can be connected to form a detection, and targeting system.

The mobile phone will serve as the tool to allow the players to select targets for the services provided by the fictional spy satellite.

The player will select targets for extermination from the mobile phone's Contact's List. A mechanism will have to be created for this feature.

Satellite Icon –The fictional spy satellite will provide the following functions:

(1) Radar-tracking.
(2) Access to the Contact's List of the in-game player mobile phone.

Using the two main functions listed above can result in smart weapons, and advanced technological concepts to be used in GTA Online gameplay. Two such concepts are smart weapons, and vehicle hacking drones.
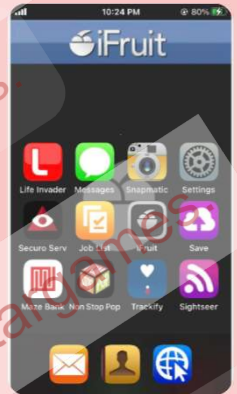
The Radar Icon – A radar will have to be used in the fictional spy satellite DLC. The radar's main function will be to detect, and track smart ammunition that has been fired at a player by another player. This way, the player that is the intended target of the smart ammunition, can take out their smart weapons to shoot down the incoming smart ammunition. Depending on certain variables, the addition of the spy satellite will allow players in GTA Online to shoot down bullets with other bullets.
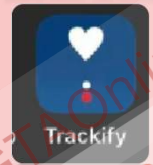
The radar concept that I am proposing with the addition of a spy satellite would be similar to the Trackify App that is currently found in GTA 5 and GTA Online. The radar would require some modification to accommodate the spy satellite's services.

The radar will not be used for aiming. The radar will only be used for detection, and tracking of incoming smart ammunition.

Many services will be included with the spy satellite. Some of those are smart ammunition, and smart weapons. These will be unlocked by the players to use in conjunction with the spy satellite. Smart ammunition will be guided to the player's location, once it is fired from the smart weapon. The smart ammunition will have different speeds, and different damage levels.
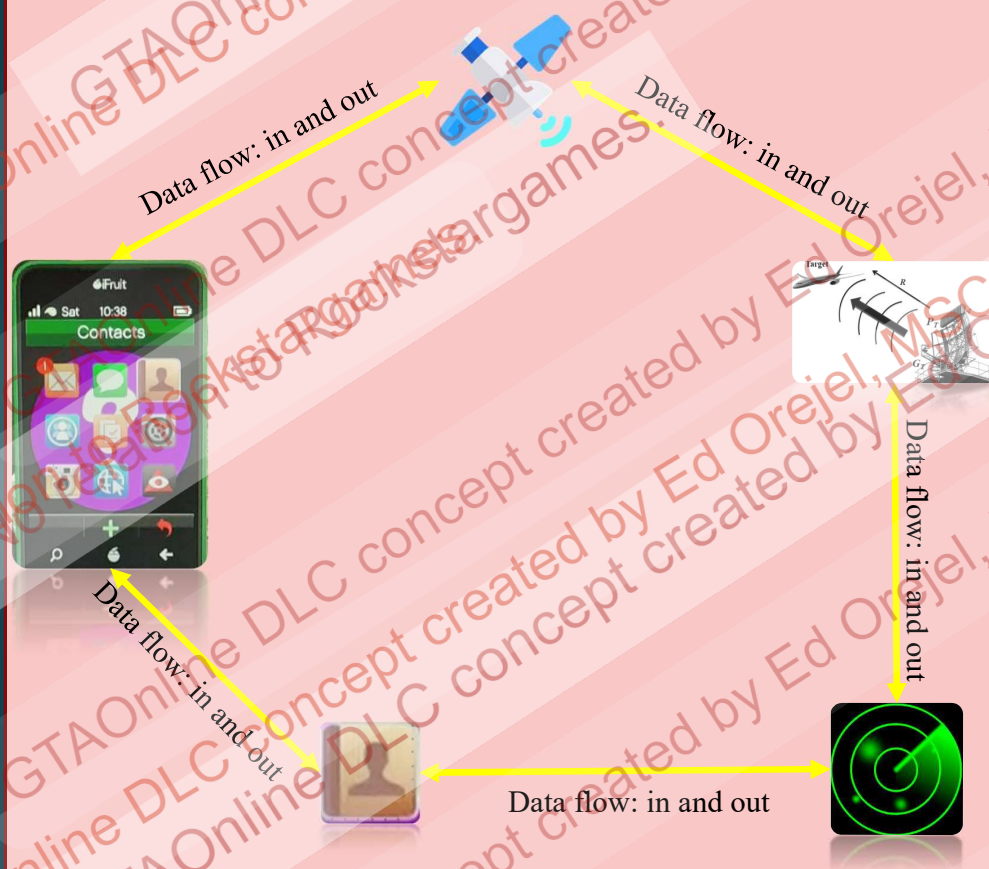Some sample smart weapons are as follows:
1. Smart Sniper Rifle
2. Smart Pistol
3. Smart Uzi
4. Smart grenade launcher

Data flow: in and out

Data flow: in and out

Data flow: in and out

Data flow: in and out

Data flow: in and out

Data flow: in and out

This flowchart shows the relationship that I am proposing to create with current in-game components. The purpose of organizing these components in 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 fictional spy satellite.

The radar, and targeting mechanism is created using the following in-game components:
1. The player's in-game mobile phone.
2. The mobile phone's Contact's List.
3. The newly added spy satellite.
4. A radar system similar to GTA 5 and GTA Online's Trackify App.

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

There is no obligation to pursue the services provided by the fictional spy satellite; however, if the players decide to not pursue the benefits that are unlocked by the spy satellite, the players will be at a disadvantage to other players in the GTA Online free roam lobby.