

GTA Online Spy Satellite DLC – Shadow Hacker Group Services – Hacking Services – Cell Phone Hacking Services

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

Concept presented in this document is the hacking service provided by the
Shadow Hacker Group through the spy satellite.

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 Watermarkly

Brief Disclaimer

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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.

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 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. Using any images from public sources does not mean I am claiming ownership over the images.

I will also use the GTA Online logo to help me illustrate some of the concepts I am proposing.

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.

No relation to Rockstar Games nor GTA Online. Thank you.

Sincerely,

Ed Orejel, MSCS



Vision Statement

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Cell Phone Hacking



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 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.

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.

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

Sincerely,

Ed Orejel, MSCS

Shadow Hacker Group



Expanding on Vision Statement – Rationale for the New Addition to GTA Online – Note 8 Explanation

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Social Engineering



Los Santos Police Department (LSPD)



Social Engineering enabled in GTA Online is an interesting concept. It opens the door for other DLCs to be released to GTA Online. The concept could also be implemented in GTA 6 if the concept cannot make it into GTA Online. I assume that GTA 6 will also use a cell phone as a key component of the gameplay.

Good targets for social engineering attacks are the Los Santos Police Department. However, this claim assumes a lot of in-game functionality has been created to enable the feature.

Briefly explained, the players would need access to the cell phone numbers belonging to various police officers in Los Santos. Once the cell phone numbers are acquired, research/reconnaissance would have to be performed to figure out which police officers are susceptible to social engineering. This aspect could be provided to the players by the Shadow Hacker Group or the players can conduct the reconnaissance.

The players would need to communicate with the Shadow Hacker Group, to use the Social Engineering service, on unsuspecting LSPD officers. The mechanisms to social engineer the police officers would be similar to the mechanisms used to social engineer the players.

The systems to perform social engineering attacks would have to be created in GTA Online. The systems do not currently exist. All social engineering attacks would use the player's cell phone or the police officer's cell phone or the cell phone of another target.

If a prisoner is the target of a social engineering attack, it is assumed they have been given access to a jailhouse cell phone.

Sincerely,

Ed Orejel, MSCS

Expanding on Vision Statement – Rationale for the New Addition to GTA Online – How Social Engineering Could Work – Note 8 Explanation

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Social Engineering



A system to carry out social engineering attacks would have to be created. The key function of the social engineering attacks is to simulate a sense of hypnosis or lose of situational awareness. Upon a social engineering target being hypnotized, they are vulnerable to an attack by other players in the free roam lobby.

The social engineering attacks would happen through a player's in-game cell phone. Upon the target of a social engineering attack, receiving a targeted cell phone call, they freeze in place, become hypnotized and lose situational awareness. When they lose situational awareness, the other players can move in for an easy victory over the hypnotized player.

"Hypnotized"



The following entities in GTA Online can be used to conduct social engineering attacks, along with the spy satellite and the Shadow Hacker Group:

- The Vanilla Unicorn
- The Diamond Casino & Resort
- The Los Santos Police Department (LSPD)
- "Other Activities"

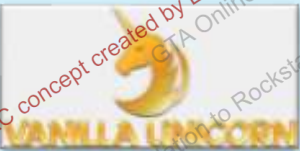
Sincerely,

Ed Orejel, MSCS

Expanding on Vision Statement – Mechanisms to Use in Social Engineering Attacks – The Vanilla Unicorn – Note 8 Explanation

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Vanilla Unicorn



“Cheetah”



Social Engineering



“Hypnotized”



The Vanilla Unicorn is a potential system to carry out social engineering operations. Presumably, the Shadow Hacker Group would have GPS cell phone data on which police officers and players use the services provided by the Vanilla Unicorn.

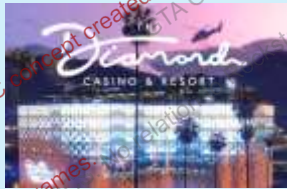
The Shadow Hacker Group would have GSP cell phone data and other behavioral metrics on the players and the police officers in San Andreas. The players would use these data packages to conduct social engineering operations against the players and police officers.

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature.

Expanding on Vision Statement – Mechanisms to Use in Social Engineering Attacks – The Diamond Casino & Resort – Note 8 Explanation

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Diamond Casino & Resort



The Diamond Casino & Resort is another potential system to carry out social engineering operations. The logic is the same as the Vanilla Unicorn; the Shadow Hacker Group would have GPS cell phone data on which police officers and players use the services provided by the Vanilla Unicorn.

The data would be weaponized to be used for social engineering attacks against police officers and players.

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature.

Social Engineering



"Hypnotized"



Expanding on Vision Statement – Mechanisms to Use in Social Engineering Attacks – Bolingbroke Penitentiary – Note 8 Explanation

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Bolingbroke Penitentiary Inmates



Los Santos Police Department (LSPD)



“Hypnotized”



Bolingbroke Penitentiary is another potential system to carry out social engineering operations. The logic is the same as the Vanilla Unicorn: the Shadow Hacker Group would have GPS cell phone data on which **police officers and prisoners have a relationship through arrest**. The logic involved in this system is slightly different, but similar to the Vanilla Unicorn system.

Presumably, this relationship and all data associated with it, will be weaponized by the Shadow Hacker Group, and be used for social engineering attacks against police officers and players.

A brief description of the social engineering attacks through the prison are as follows: If a prisoner has been arrested by an officer, the prison can call the police officer's cell phone, and deliver a weird or menacing phone call. The social engineering attacks from the prison system will be distinct from the other systems, in that they will be threatening and menacing.

The prisoner will call the police officer that is the target, and distract him/her with the telephone call. Alternatively, a prisoner can call a player, and give them a threatening phone call during gameplay. The ultimate goal is to distract both the police officer and the player, by making them lose situational awareness and setting them up for an attack.

A mechanism would have to be created in GTA Online to enable this proposed gameplay feature. Moreover, Bolingbroke Penitentiary and the LSPD were used as part of the social engineering attacks because this gameplay could open the way for a GTA Online Prison Life DLC and a GTA Online Police DLC.

The police officer would also be able to call the player, to then engage in a social engineering attacks, against select prisoners. These services would be offered through the spy satellite, thereby, paving the way for a Police DLC of some type.

Expanding on Vision Statement – Mechanisms to Use in Social Engineering Attacks – Bolingbroke Penitentiary – Note 8 Explanation

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Bolingbroke Penitentiary Inmates



Los Santos Police Department (LSPD)



“Hypnotized”



For the prisoners, it is established within society that prisoners sell and buy contraband inside of prisons. In GTA Online, we do not know anything about how the prisoners procure their contraband. As players, we assume the prison holds prisoners and they do prisoner related activities, but we do not know what the prisoners actually do.

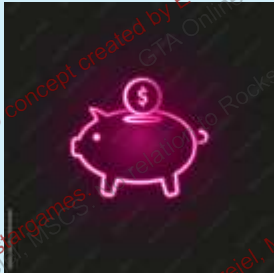
The players can sell items to the prisoners by delivery or another method. The players would deliver various items to the prisoners in some way that would have to be programmed into the game.

The prisons would become another avenue for the players to generate income in GTA Online. This could then open up GTA Online for a Prison Life DLC. Afterwards, a Police DLC for GTA Online could follow because the two concepts are closely related.

Expanding on Vision Statement – Mechanisms to Use in Social Engineering Attacks – “Other Activities” – Notes 8 Explanation

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“Other Activities”



“Hypnotized”



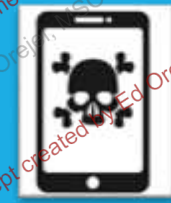
There are other activities in GTA Online that can be used in social engineering attacks against players and the police. The other activities will remain “top secret” for now. The image with the neon pink piggybank and money sign is being used to represent the “other activities”.

The Shadow Hacker Group would have data on the players and police officers that engage in this particular activity. The data would then be weaponized and used by the players, through the spy satellite, in social engineering attacks.

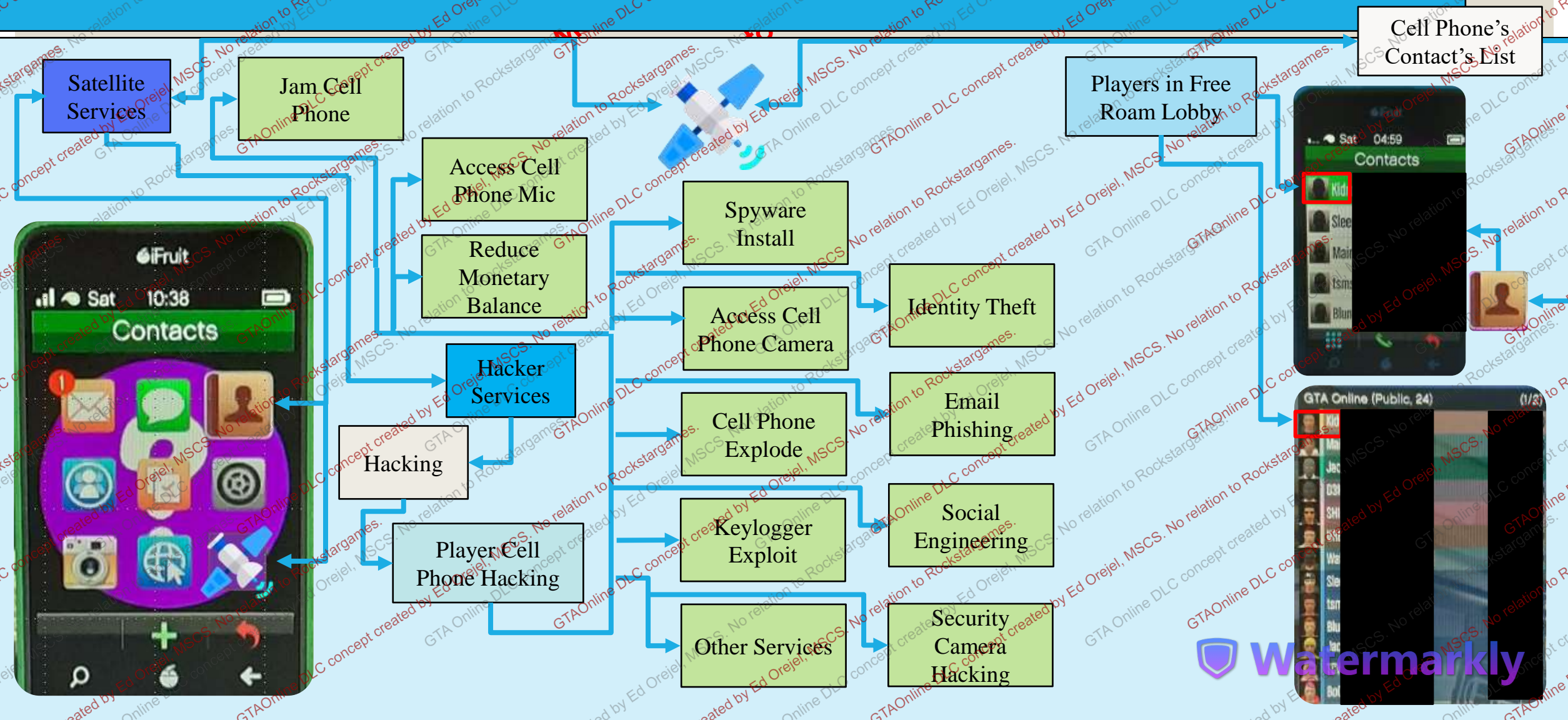
A mechanism would have to be created in GTA Online to enable this proposed gameplay feature.



Hacker Services – Hacking Services – Cell Phone Hacking Services



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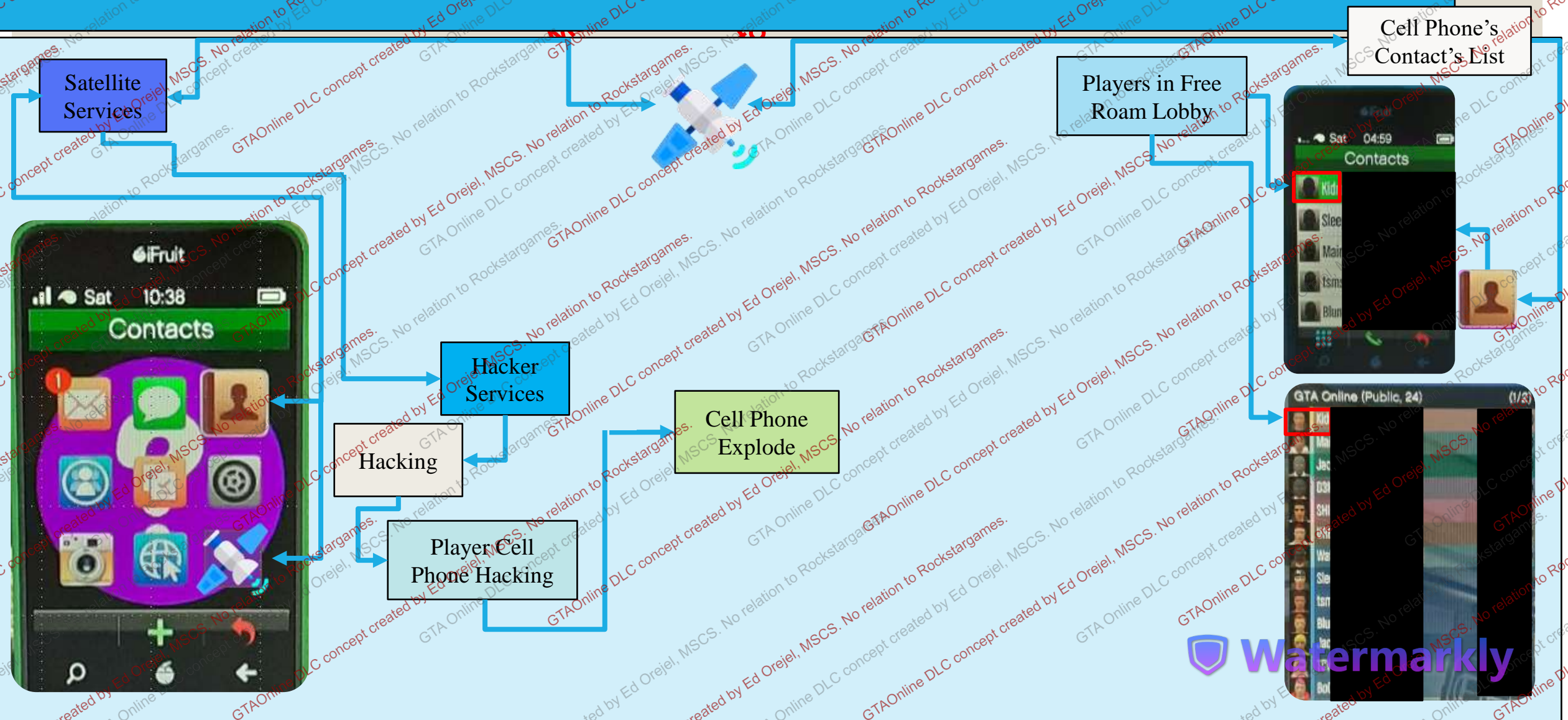




Hacker Services – Hacking Services – Cell Phone Hacking Services – Cell Phone Explode



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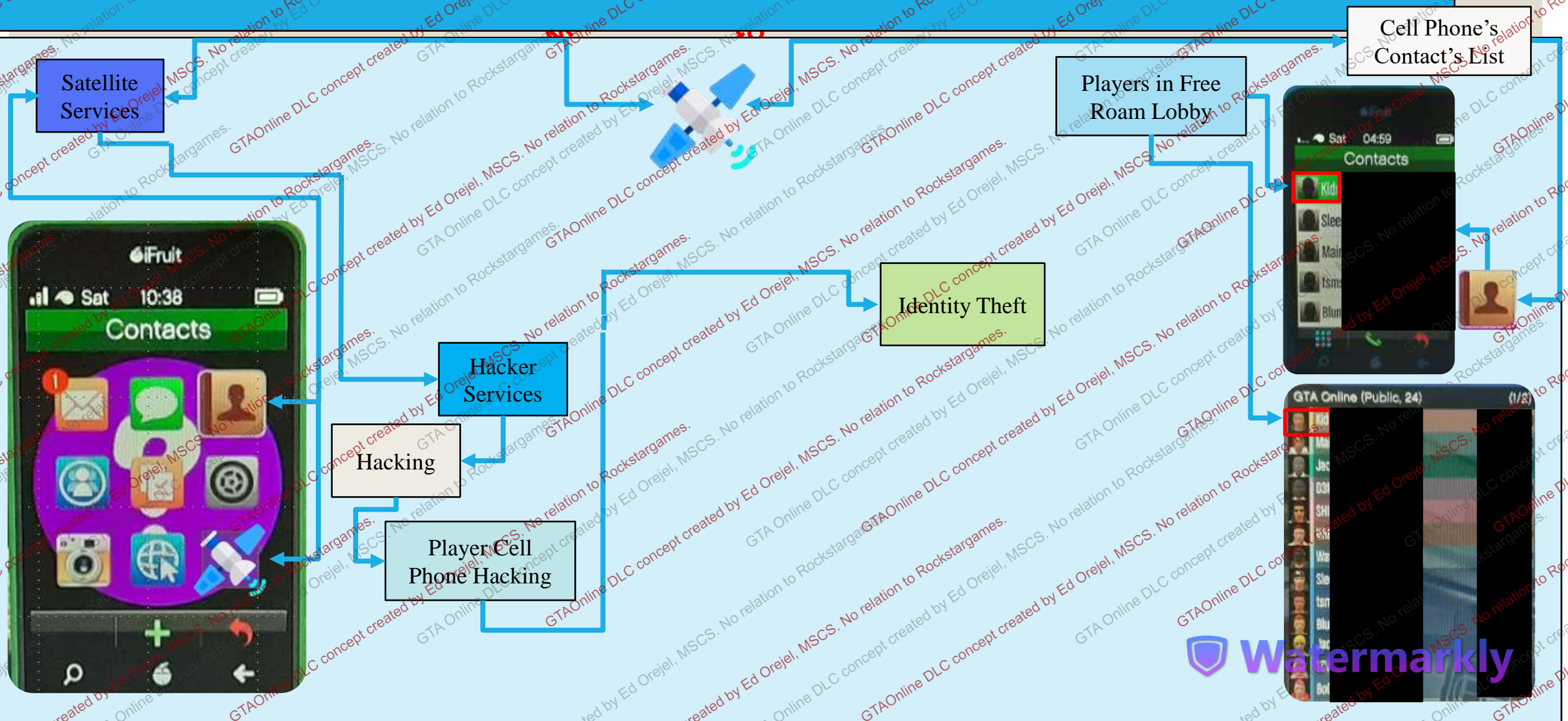




Hacking Services – Player Cell Phone Hacking Services – Identity Theft



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Hacking Services – Player Cell Phone Hacking Services – Social Engineering



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