

Software Dev – Fictional GTAOnline Spy Satellite DLC - Explanation of Images and Shapes Used

1



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.
The colors are randomly chosen. They do not mean anything.



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

2



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.

Software Dev – Fictional GTAOnline Spy Satellite DLC - Explanation of the Player List and Contact's List

3



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.

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Software Dev – Fictional GTAOnline Spy Satellite DLC - Explanation of the Mobile Phone and Contact's List Icon



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 Military and Hacker Spy Services

5



The Shadow Hacker Group Icon – Through the spy satellite, the Shadow Hacker Group will provide hacking and attacking services to the player. The icon is to help me visualize the hacker group. The icon may change at a later time.



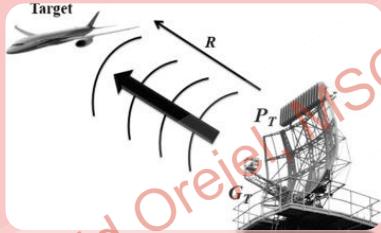
The Military Services Icon – Through the spy satellite, the Military Services Icon will provide military services to the player. The icon is to help me visualize the military services. The icon may change at a later time.

Data flow: in and out

Data flow: in and out – Data flow: in and out is data in the model simulation that is moving freely back-and-forth, between in-game systems or hardware components. In GTA Online, we imply that mobile data is traveling freely between networks, and that's how we have phone service. The spy satellite will provide another connection to the mobile phone, thus, allowing data to travel freely between itself, and the mobile phone in GTA Online.

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Software Dev – Fictional GTAOnline Spy Satellite DLC - Description of Player Tracking and Mobile Device GPS Coordinates



The Targeting System – The components that I am focusing on, can be connected to form a radar 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 Contact's List of their mobile phones. The reasoning is that the other players also have a GTA Online mobile phone, and the spy satellite will track their GPS coordinates. A mechanism will have to be created to enable this feature.

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

- (1) Radar-tracking – the radar tracking will be to detect in-coming smart ammunition.
- (2) Player targeting via access to the Contact's List of the in-game player mobile phone. This is how targets will be selected by the players.

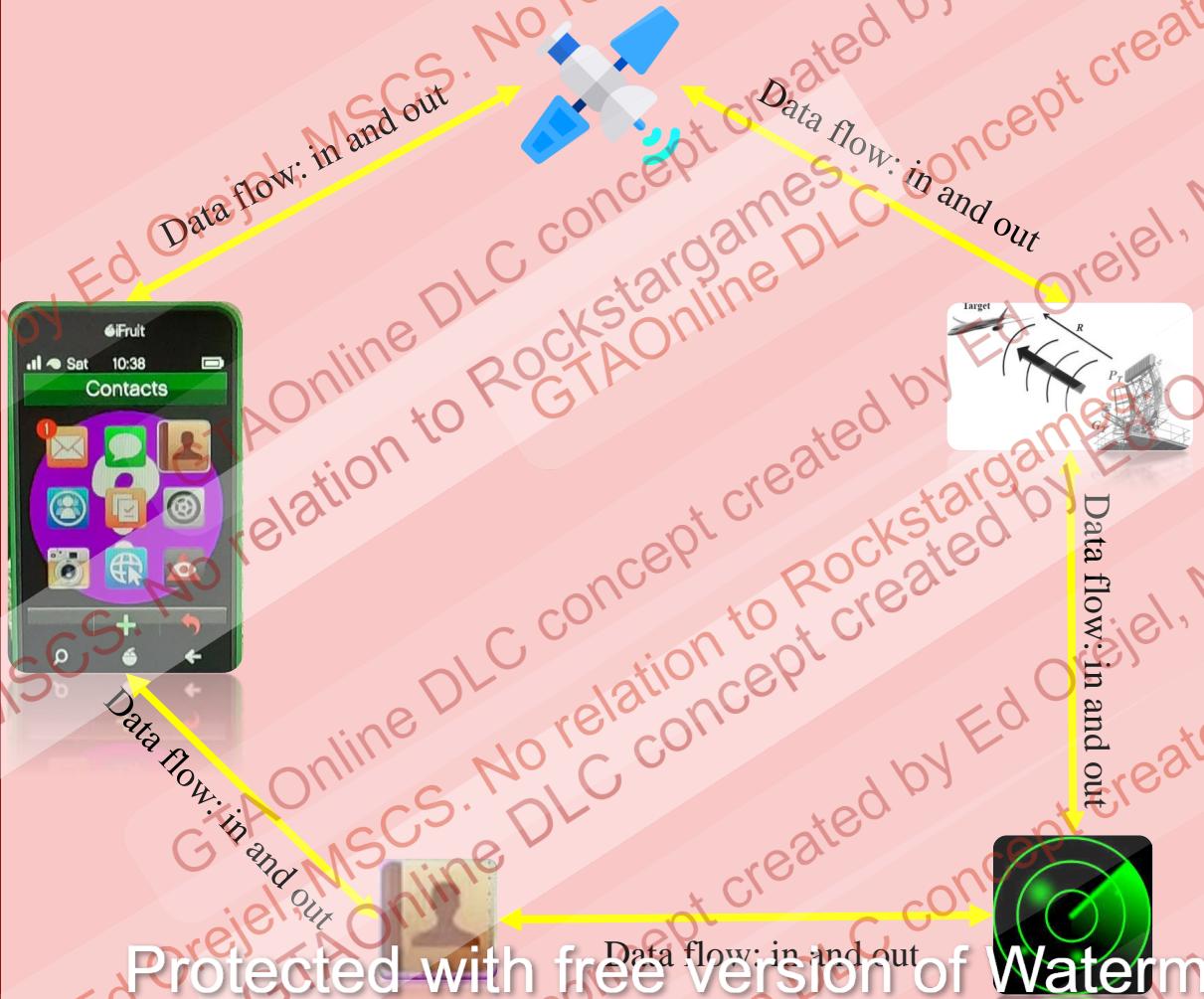
Using the two main functions listed above can result in smart weapons, and advanced technological concepts to be used in GTA Online gameplay. Two such concepts are smart weapons, and vehicle hacking drones.



Software Dev – Fictional GTAOnline Spy Satellite DLC

Radar and Targeting System Data Flow

7



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 detection, 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.

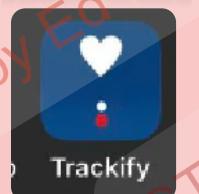
The main function of the spy satellite is to provide GPS coordinate data of the player's current location, anywhere in the free roam lobby, as long as the player is not indoors. GPS data of the player will also be tracked while underwater or out in the ocean.

The spy satellite, and radar tracking system will allow smart ammunition to be used by the smart weapons. The key feature is that smart ammunition will be able to stop other smart ammunition in midair. Essentially, smart bullets will be able to be stopped by other smart bullets. This feature would be exclusive to the spy satellite in GTA Online.

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Software Dev – Fictional GTAOnline Spy Satellite DLC - Radar Tracking System and Intelligent Ammunition

8



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. 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. Smart ammunition will also have the ability to stop other incoming smart ammunition. This means smart bullets will be able to stop other smart bullets in midair before they reach their target. Blunly put, players would be stopping bullets by shooting bullets at the incoming bullets. This would only work for smart weapons.

Some smart weapons are as follows:

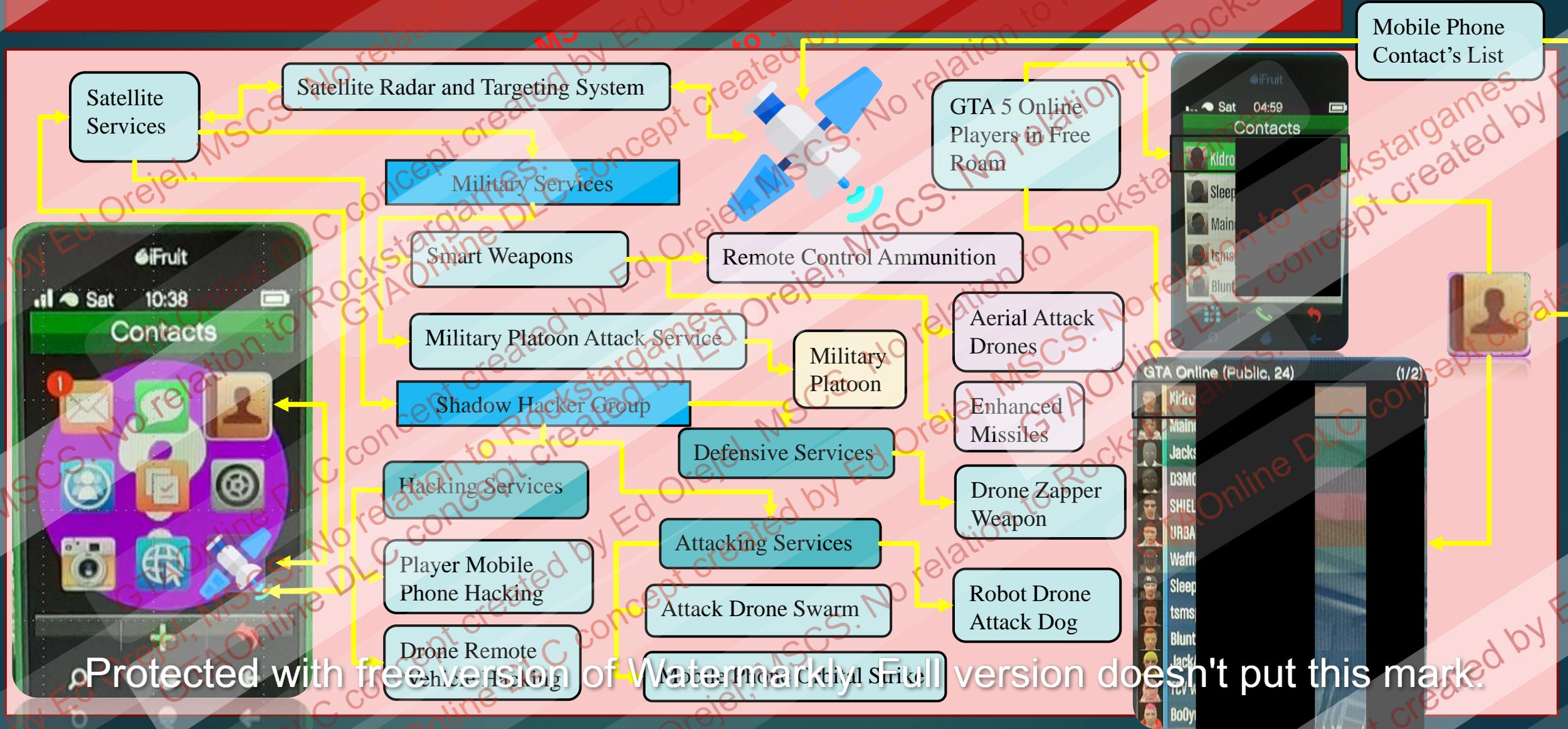
1. Smart Sniper Rifle
2. Smart Pistol
3. Smart Uzi
4. Smart grenade launcher



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Software Dev – Fictional GTAOnline Spy Satellite DLC - Overview of All Spy Satellite Services

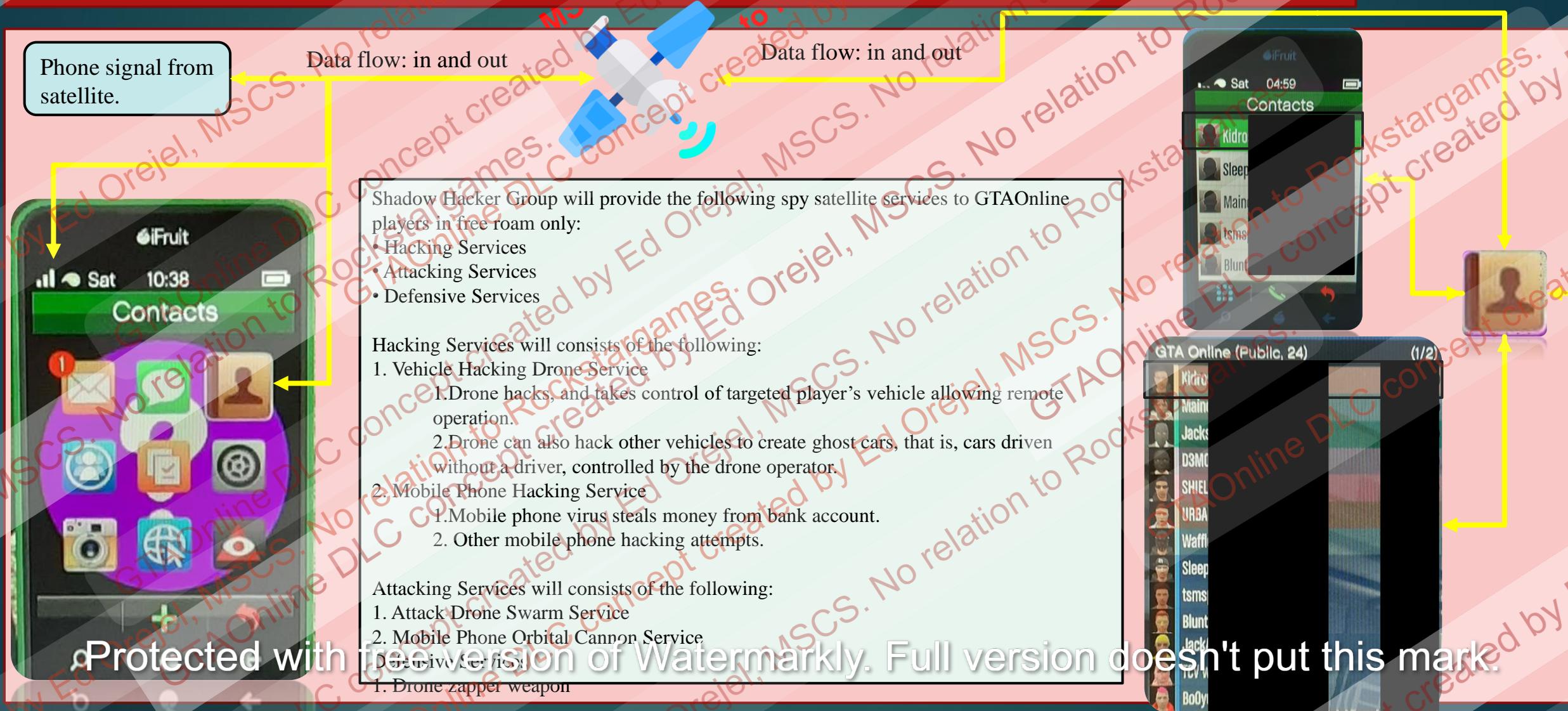
9



Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Overview of Services



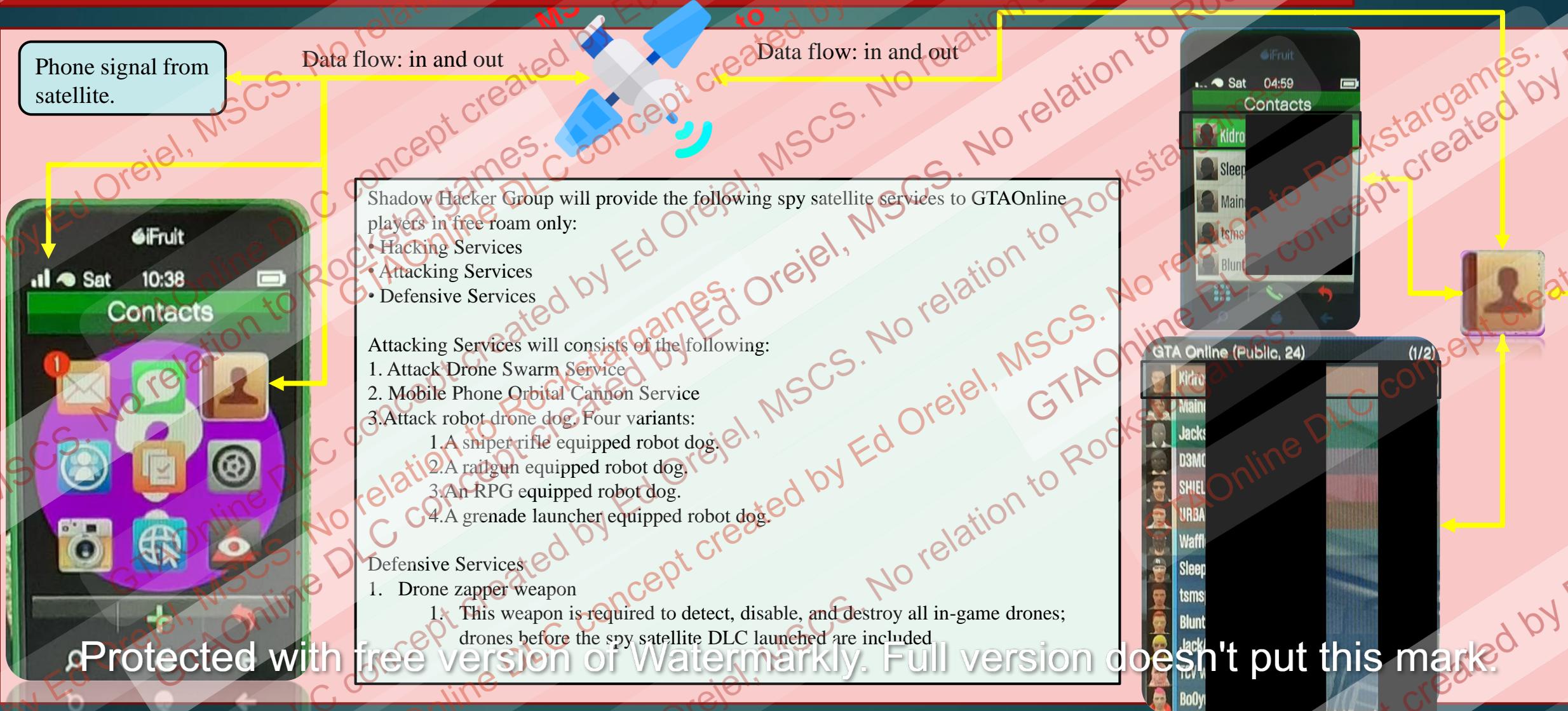
10





11

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Overview of Services





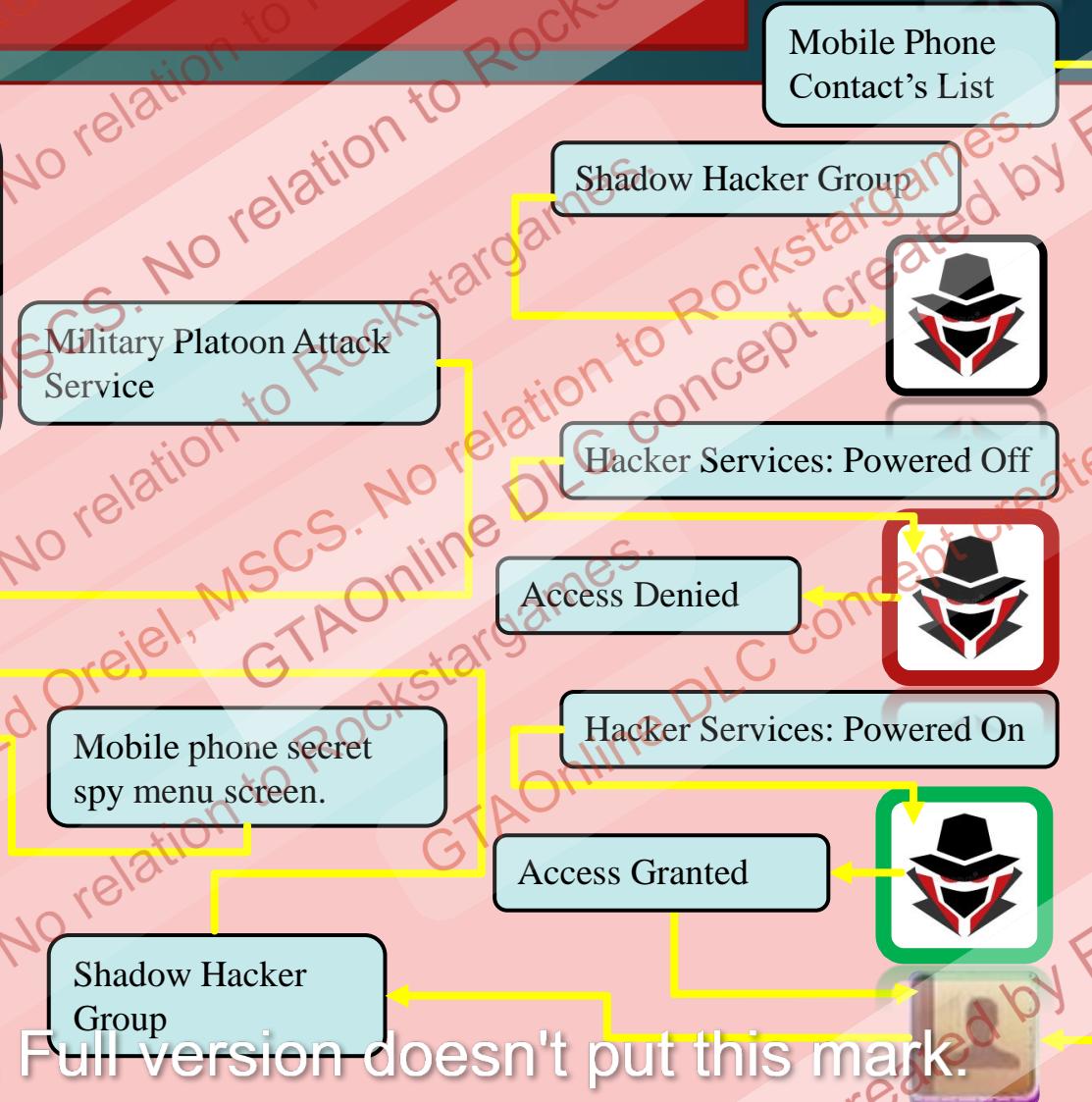
Software Dev – Fictional GTAOnline Spy Satellite DLC - Shadow Hacker Group Service – Mobile Phone Functionality

Shadow Hacker Group

- Mobile phone functionality required.
 - Functionality for the Shadow Hacker Group app, while ON, to access the Contact's List to select a player for targeting. (Some assumptions left unstated for now.)

For the Contact's List

- Ability to sort the Contact's List to only have free roam lobby players available for targeting upon engaging the satellite icon.

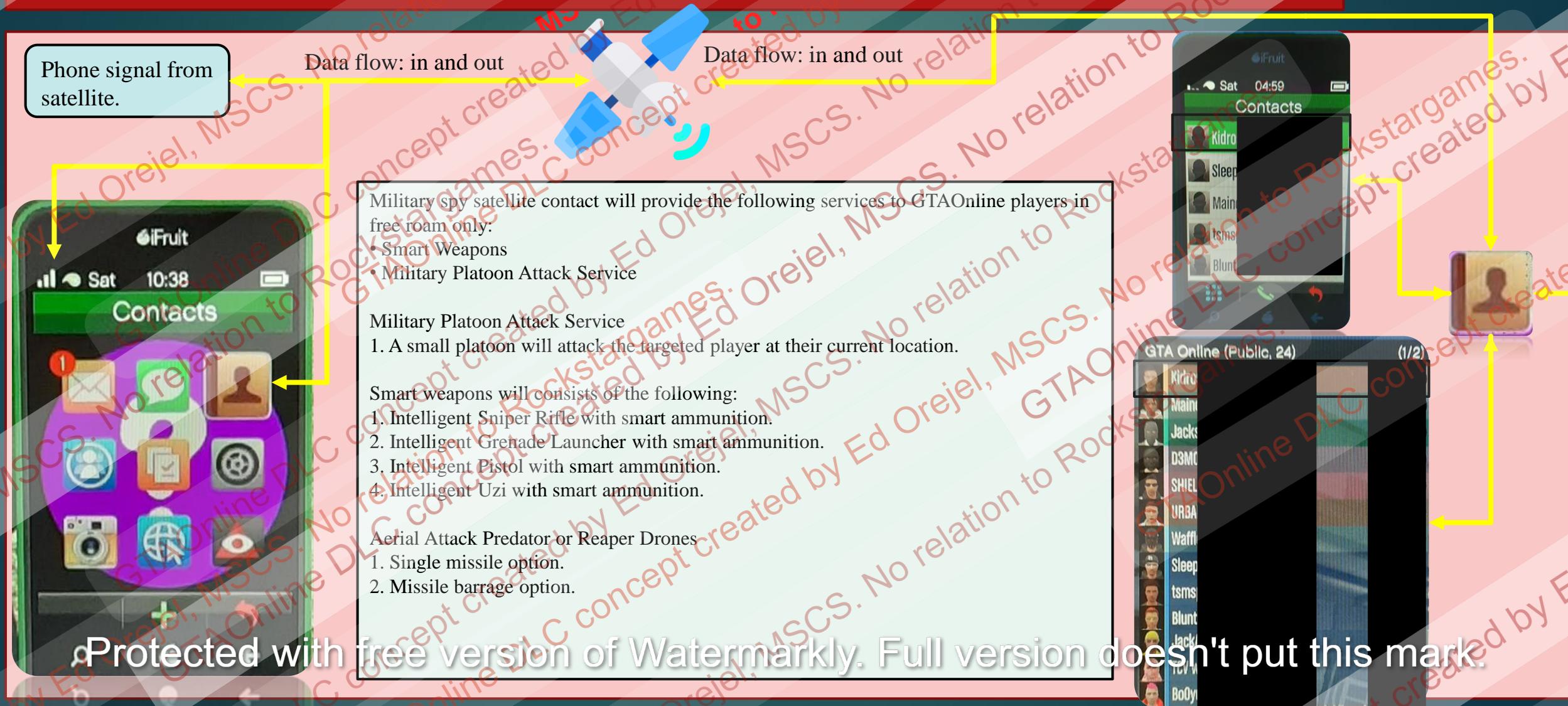


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Software Dev – Fictional GTAOnline Spy Satellite DLC – Spy Satellite - Military Services



13



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Platoon Attack Service – Mobile Phone Functionality

14

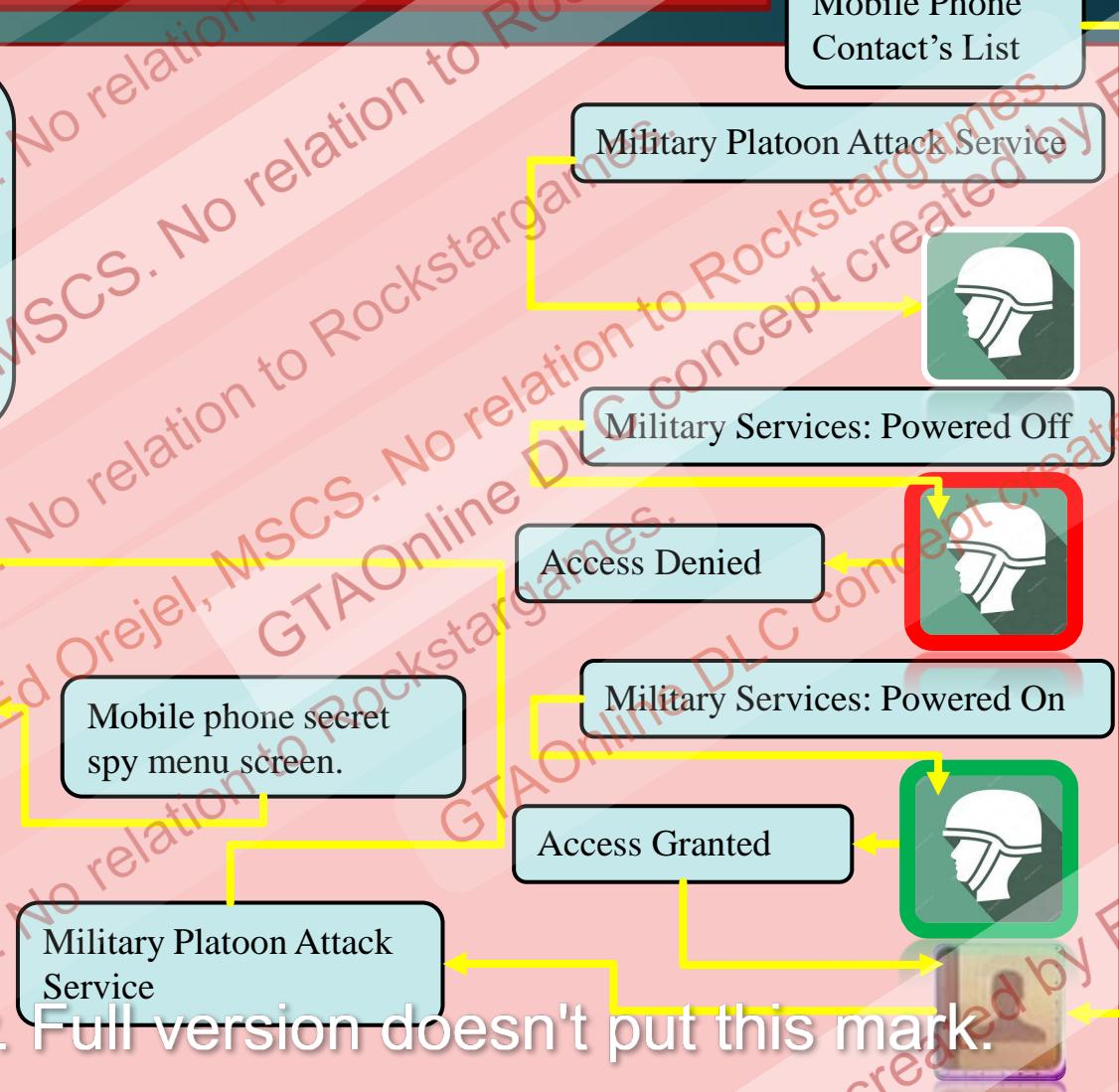


Military Platoon Attack Service

- Mobile phone functionality required.
 - Functionality for the Military Platoon Attack Service app, while ON, to access the Contact's List to select a player for targeting. (Some assumptions left unstated for now.)

~~For the Contact's List~~

- Ability to sort the Contact's List to only have free roam lobby players available for targeting upon engaging the satellite icon.



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services – Overview of Military Platoon Attack Service



15



The Military Platoon Attack Service will dispatch a small group of military NPCs to attack the player. It is similar in scope to the Merryweather Mercenaries service. The military platoon attacks will come by land, sea, and air. The service is unlocked, and available from the spy satellite.

The Military Platoon Attack Service will consist of a combination of military attack vehicles, and troop transport non-attack military vehicles.

All vehicles will travel to the player's current location to strategically attack the player. The military attack vehicles will use their onboard weapons to attack the player. The non-attack military transport vehicles will unload military NPCs to attack the player.

The targeted player will be attacked until their energy level is drained. To beat the platoon attack, the player must defeat at least half of the military platoon, or all of it. If this rule is not implemented, the player may just let themselves be killed by the service, and not engage against them. The player must engage!

The total NPC count that the targeted player has to fight off should be a decent number of NPCs, as long as memory resources, and logic keep it realistic. Using the Military Platoon Attack Service, a small platoon of 15 to 20 military NPCs should attack the player.

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Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services – Overview of Military Platoon Attack Service – Player Rewards - Badges



During the Military Platoon Attack Service, if the player decides to take the “easy way out” with a self-inflicted RPG round for example, this will not count as a method to defeat the military platoon.

The player will have to engage against the Military Platoon Attack Service, beat all of the NPCs in the service, be killed by the Military Platoon Attack Service, or leave the lobby for a new lobby, in order to defeat the Military Platoon Attack Service.

There should be a reward earned after each particular outcome that is chosen by the player to “exit out” of the fight against the Military Platoon Attack Service.

Four available outcomes are:

- Victory – award given when player beats the military platoon without losing a life.
- Courage – award given when player dies one time, but still defeats the military platoon.
- Death – award given when player loses a life against the military platoon, and cannot defeat them.
- Chicken – award given when player leaves the lobby for a new lobby to avoid the fight.

With each badge that is earned, masks can be awarded to the player.



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services – Overview of Military Platoon Attack Service – Player Rewards - Masks

17



Victory Mask



Courage Mask



Death Mask

MSCS
GTAOnline DLC concept created by Ed Orejel

The mask that are awarded to the players should match the outcome, and the combat award that is given after the fight with the Military Platoon Attack Service.

I have posted these examples to help illustrate the concept:

- Victory Mask – awarded after players earn the Victory Badge.
- Courage Mask – awarded after players earn the Courage Badge.
- Death Mask – awarded after players earn the Death Badge.
- Chicken Mask – awarded after players earn the Chicken Badge.



Chicken Mask

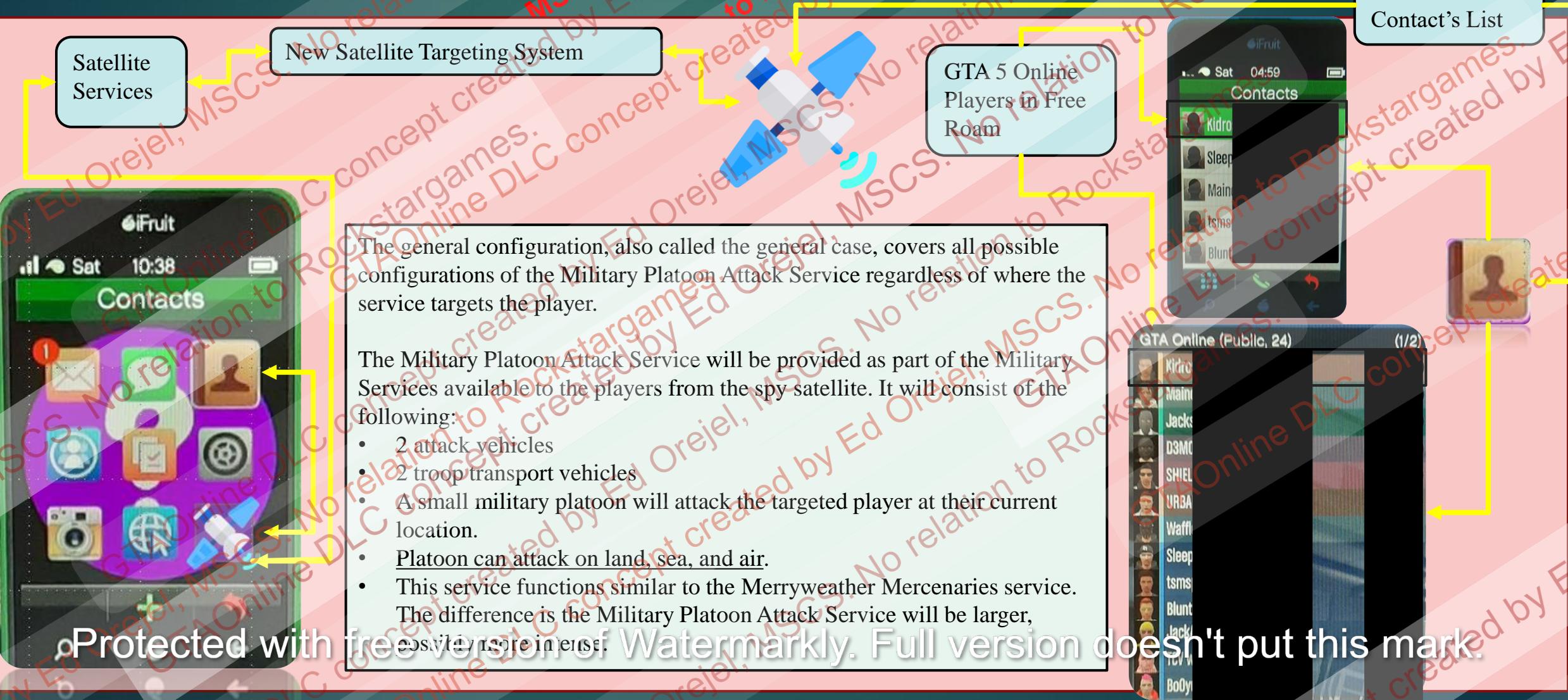
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18

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services - Military Platoon Attack Service – All Attacks - General Configuration

Mobile Phone
Contact's List

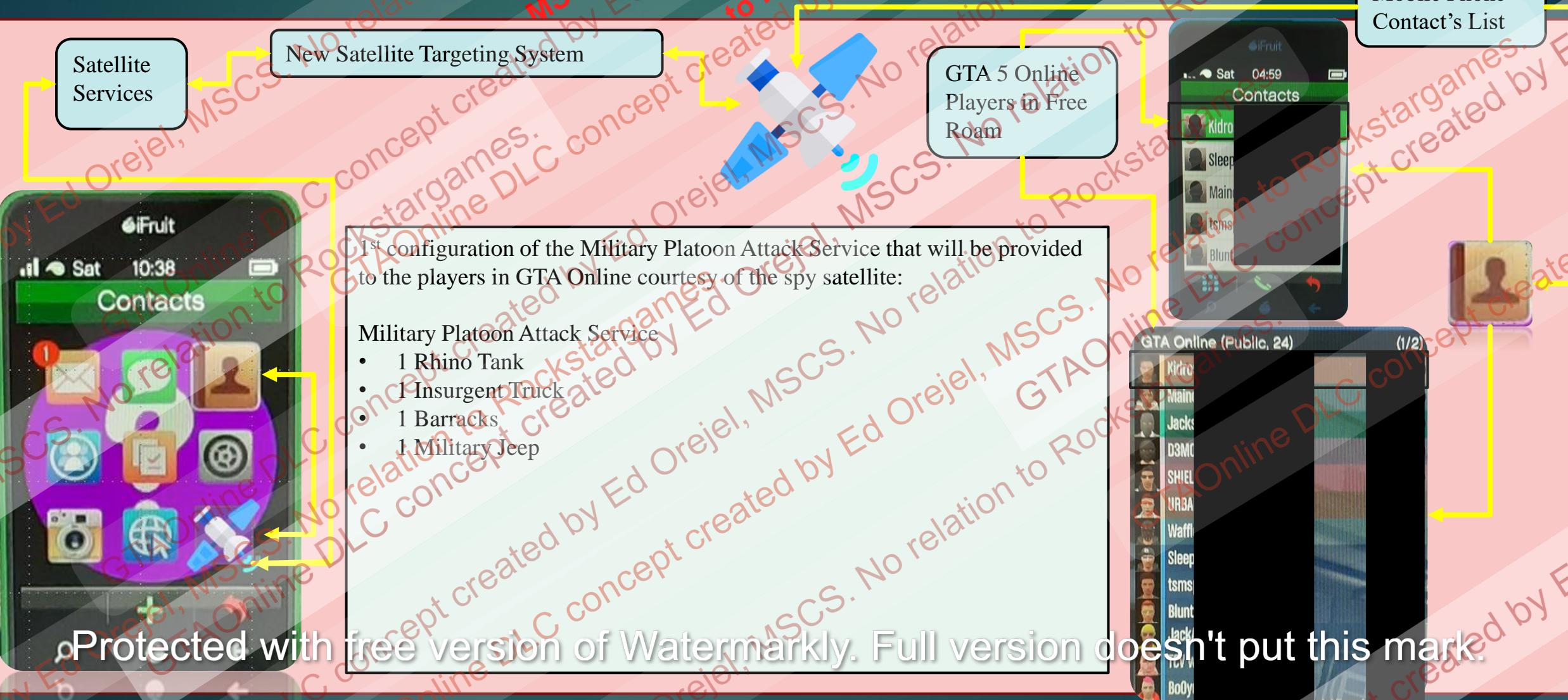




19

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services - Military Platoon Attack Service – Land Attack – 1st Configuration

Mobile Phone
Contact's List



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services - Military Platoon Attack Service – Land Attack – 1st Configuration Implementation



20



Barracks - Total NPCs in vehicle: 6 to 8.
Source: https://gta.fandom.com/wiki/Barracks_OL



Canis Crusader - Total NPCs: 4.
Source: <https://gta.fandom.com/wiki/Crusader>



Insurgent Pick-up - Total NPCs in vehicle: 2
Source: https://gta.fandom.com/wiki/Insurgent_Pick-Up



Rhino Tank – Total NPCs in vehicle: 2
Source: <https://gta.fandom.com/wiki/Rhino>



The total NPC count that the targeted player has to fight off should be a decent number of NPCs, as long as memory resources, and logic keep it realistic. Using the Military Platoon Attack Service, a small platoon of 15 to 20 military NPCs should attack the player.

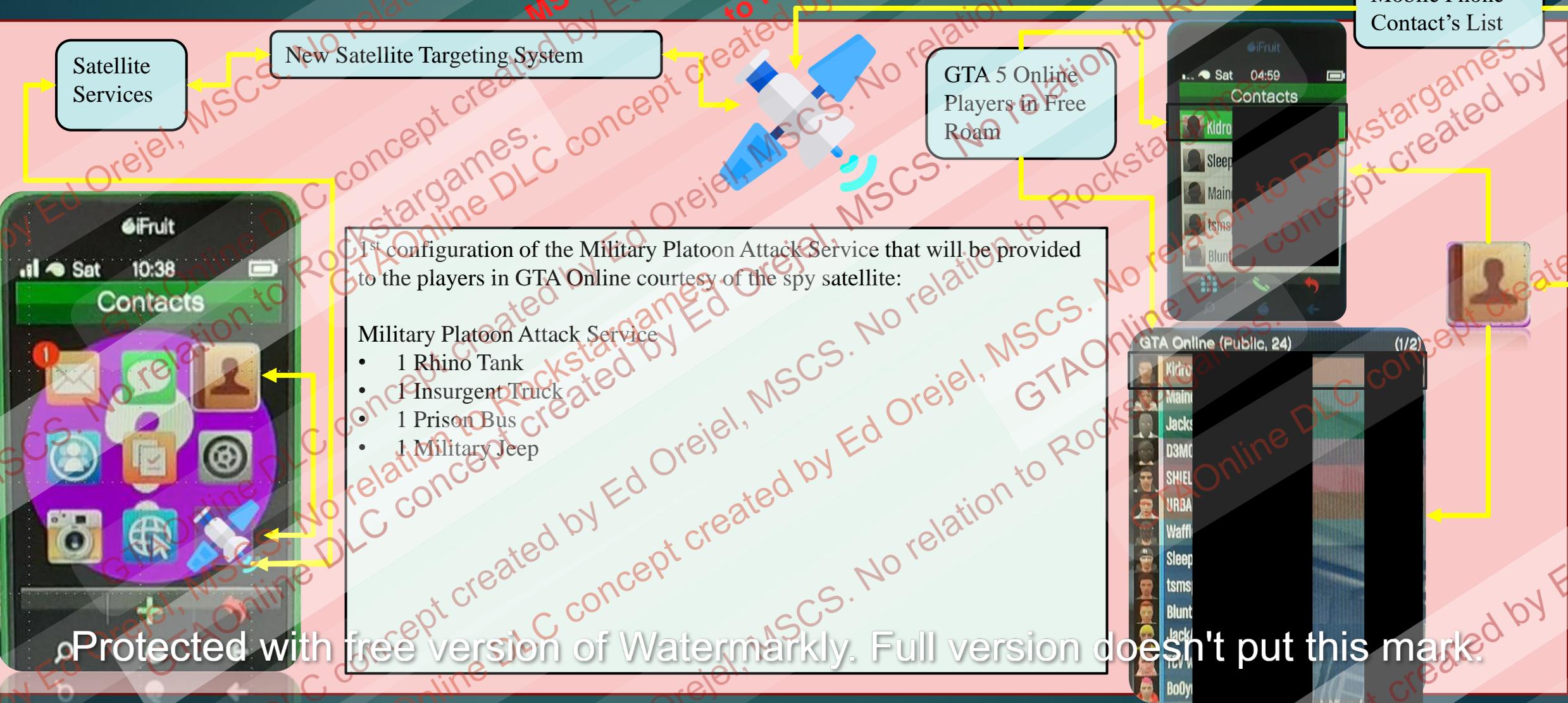
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21

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services - Military Platoon Attack Service – Land Attack – 2nd Configuration

Mobile Phone
Contact's List



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services - Military Platoon Attack Service – Land Attack – 2nd Configuration Implementation

22



Prison Bus - Total NPCs in vehicle: 6 to 8, but could be a full bus of military NPCs
Source: https://gta.fandom.com/wiki/Barracks_OL



Canis Crusader - Total NPCs: 4.
Source: <https://gta.fandom.com/wiki/Crusader>



Insurgent Pick-up - Total NPCs in vehicle: 2
Source: https://gta.fandom.com/wiki/Insurgent_Pick-Up



Rhino Tank – Total NPCs in vehicle: 2
Source: <https://gta.fandom.com/wiki/Rhino>



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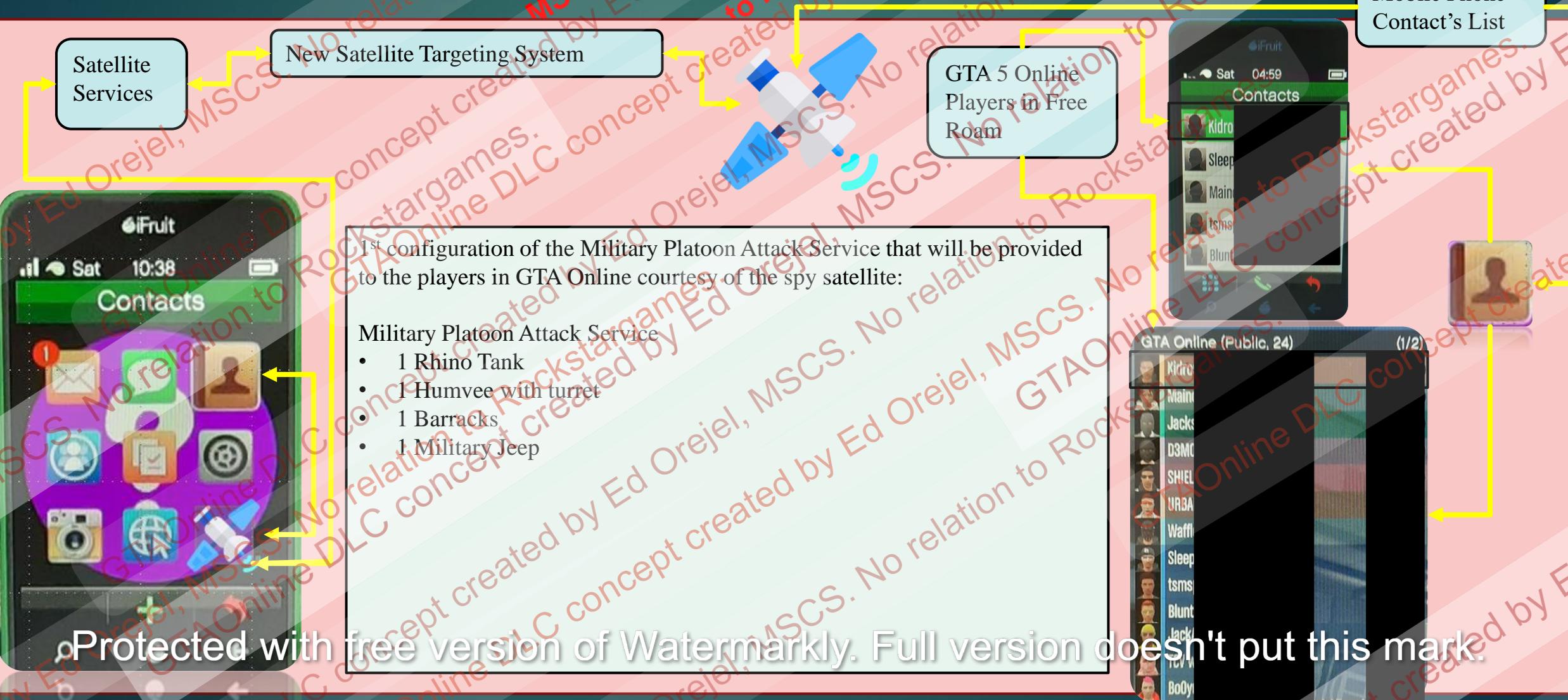
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23

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services - Military Platoon Attack Service – Land Attack – 3rd Configuration

Mobile Phone
Contact's List





Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services - Military Platoon Attack Service – Land Attack – 3rd Configuration Implementation

24



Barracks - Total NPCs in vehicle: 6 to 8.
Source: https://gta.fandom.com/wiki/Barracks_OL



Canis Crusader - Total NPCs: 4.
Source: <https://gta.fandom.com/wiki/Crusader>



Humvee with turret - Total NPCs in vehicle: 2
Source: https://gta.fandom.com/wiki/Insurgent_Pick-Up



Rhino Tank – Total NPCs in vehicle: 2
Source: <https://gta.fandom.com/wiki/Rhino>



The total NPC count that the targeted player has to fight off should be a decent number of NPCs, as long as memory resources, and logic keep it realistic. Using the Military Platoon Attack Service, a small platoon of 15 to 20 military NPCs should attack the player.

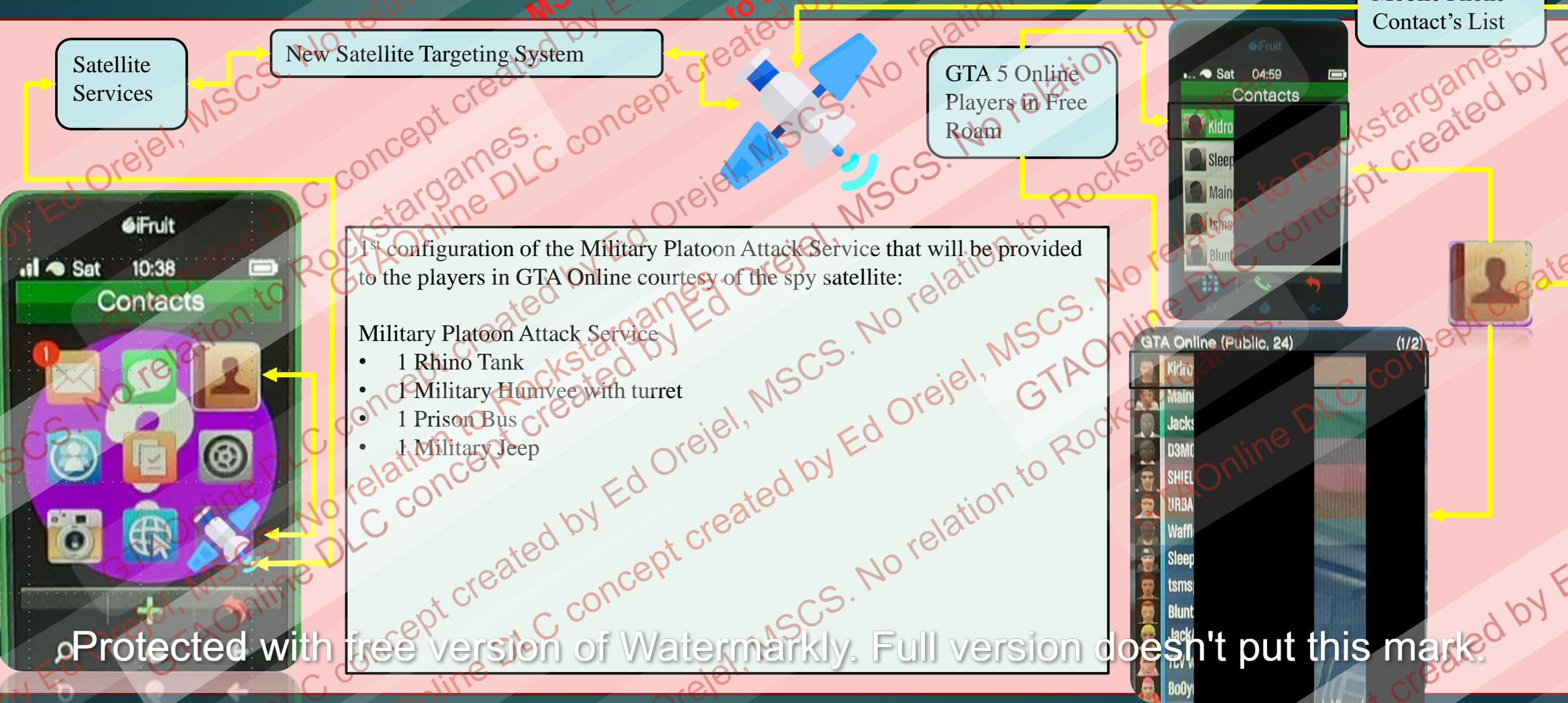
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25

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services - Military Platoon Attack Service – Land Attack – 4th Configuration

Mobile Phone
Contact's List





Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services - Military Platoon Attack Service – Land Attack – 4th Configuration Implementation

26



Prison Bus - Total NPCs in vehicle: 6 to 8, but could be a full bus of military NPCs.
Source: https://gta.fandom.com/wiki/Barracks_OL



Canis Crusader - Total NPCs: 4.
Source: <https://gta.fandom.com/wiki/Crusader>



Humvee with turret - Total NPCs in vehicle: 2
Source: https://gta.fandom.com/wiki/Insurgent_Pick-Up



Rhino Tank – Total NPCs in vehicle: 2
Source: <https://gta.fandom.com/wiki/Rhino>



The total NPC count that the targeted player has to fight off should be a decent number of NPCs, as long as memory resources, and logic keep it realistic. Using the Military Platoon Attack Service, a small platoon of 15 to 20 military NPCs should attack the player.

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Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Spy Satellite Services - Military Platoon Attack Service – Land Transport Vehicles

27



Prison bus - a military version of the prison bus is also suitable. It will carry 4 or 6 military NPCs to the player's location. The military NPCs will exit the vehicle to strategically attack the player. The NPCs can also attack the target player from the inside of the vehicle.

Total NPCs in vehicle: 6 to 8, or a full bus of military NPCs.

Source: https://gta.fandom.com/wiki/Prison_Bus



Barracks - this vehicle will function similar to the bus. It will transport military NPCs to the player's location. The military NPCs will exit the vehicle, then strategically attack the player.

Total NPCs in vehicle: 6 to 8.

Source: https://gta.fandom.com/wiki/Barracks_OL



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Services - Military Platoon Attack Service – Land Transport Vehicles



Pontiac Firebird Monster Truck Shark 1968 - I like this vehicle from GTA San Andreas. It should be included in GTA Online, and be made part of the Military Platoon Attack Service, so that it is driven by the military NPCs that will drive to the player's location, exit the vehicle, then attack the player.

Source: <https://www.gtaall.com/gta-san-andreas/cars/111580-pontiac-firebird-monster-truck-shark-1968.html>



2008 GMC Yukon Monster Truck Camo – I like this vehicle for the same reasoning shown above. Military NPCs will exit the vehicle to attack the player.

Source: <https://gamemodding.com/en/gta-san-andreas/cars/82068-2008-gmc-yukon-monster-truck-camo.html>



Marshall Monster Truck – This vehicle is already in GTA Online, but it can also be used by the military NPCs that will exit the vehicle to attack the player.

Source: <https://gta.fandom.com/wiki/Marshall>



Software Dev – Fictional GTAOnline Spy Satellite DLC - Military Services - Military Platoon Attack Service – Land Attack Vehicles



Insurgent Pick-up - this vehicle will carry two military NPCs. A driver and a gunner will both drive to the player's current location. The gunner will operate the turret, and try to eliminate the targeted player using the turret. The military NPC driver will exit the vehicle, and attack the player strategically using a weapon. The target player will be pursued by the Insurgent Pick-up until the player is terminated. Other behaviors may be programmed into the NPCs, as needed. This vehicle could be chosen.

Source: https://gta.fandom.com/wiki/Insurgent_Pick-Up



Rhino Tank – this vehicle will travel to the player's current location, and strategically attack the player. The military NPC driver of the Rhino Tank may exit the vehicle to attack the player, when the Rhino Tank becomes immobilized by the player's fire, but has not yet exploded. The target player will be pursued until the target player is terminated. Other behaviors may be programmed into the NPCs, as needed. This vehicle is required.

Source: <https://gta.fandom.com/wiki/Rhino>



Humvee with turret - this vehicle will carry a driver and a gunner for the turret. It will function similar to the previously listed attack vehicles in the Military Platoon Attack Service. This vehicle could be chosen. It should be included in GTA Online.

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30

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Smart Uzis Overview



Smart Uzi – featuring remote control ammunition, and ability to stop other smart bullets in midair (stopping a bullet with another bullet just like in the movies)! More information coming soon!



31

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Smart Pistols Overview



Smart Pistol – featuring remote control ammunition, and ability to stop other smart bullets in midair (stopping a bullet with another bullet just like in the movies)! More information coming soon!



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32

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Smart Grenade Launcher Overview



Smart Grenade Launcher – featuring remote controlled ammunition, and ability to stop other smart bullets in midair (stopping a bullet with another bullet just like in the movies)! More information coming soon!



SOURCE: US Army

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33

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Smart Sniper Rifle Overview



Smart Sniper Rifle – featuring remote controlled ammunition, and ability to stop other smart bullets in midair (stopping a bullet with another bullet just like in the movies). More information coming soon!



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Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Aerial Attack Drones Overview

34



Aerial Attack Drone - Coming soon!



Aerial Attack Drone - Coming soon!



Aerial Attack Drone - Coming soon!

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Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Hacking Services – Mobile Phone Hacking Overview

35



Mobile Phone Hacking Services – more information coming soon!

GTAOnline DLC concept created by Ed Orejel, MSCS. No relation to Rockstargames.

GTAOnline DLC concept created by Ed Orejel, MSCS. No relation to Rockstargames.

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36

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Hacking Services – Launching Attack Drone Swarm – 1st Method of Firing Attack Drones – Shoulder-Fired Bazooka



Vehicle hacking drone, and attack drone swarm will be launched from a specialized bazooka that is designed to launch drones by firing them like an RPG round, or a bazooka round.

This might change to align more with the GTA Online game engine as this method would require new animations for when the player's character fires the bazooka. I do not think this method is the most optimal.



Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Hacking Services – Launching Attack Drone Swarm – 2nd Method of Firing Attack Drones – Vehicle Method – Attack Drone Truck

37



Drone Swarm Launcher Vehicle. An AI-powered vehicle with an NPC driver, drives toward target player, and launches the drone swarm. I think this method would work well.

The vehicle would launch a barrage of drones to attack a target with weapons or small missiles. Alternatively, the barrage of attack drones could also jam the player's communications, hack the player's mobile device, or attach to the player's vehicle to hack the vehicle.

Using this method, the barrage of attack drones would also function as vehicle hacking drones.

It is assumed that all of the functionality for this vehicle to operate seamlessly in the GTA Online world, will be created by the software engineers and developers at Rockstar Games.

Source for concept:

https://www.youtube.com/watch?v=QamGaDNCzJw&t=15s&ab_channel=shotasaburi



38

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Hacking Services – Drone Zapper Weapon

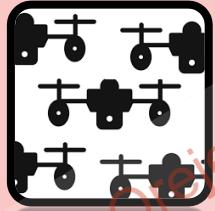


Drone zapper weapon! Destroys all attack drones and aerial drones! This weapon will be the only weapon that can destroy any of the drones that will be available through the spy satellite DLC. Further, this weapon can also destroy drones that were enabled in previous GTA Online DLCs. More information coming soon!



39

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Attack Services – Attack Drone Swarm Overview



Attack Drone Swarm – more information coming soon!

GTAOnline DLC concept created by Ed Orejel, MSCS. No relation to Rockstargames.

GTAOnline DLC concept created by Ed Orejel, MSCS. No relation to Rockstargames.

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40

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Hacking Services – Drone Remote Vehicle Hacking Overview



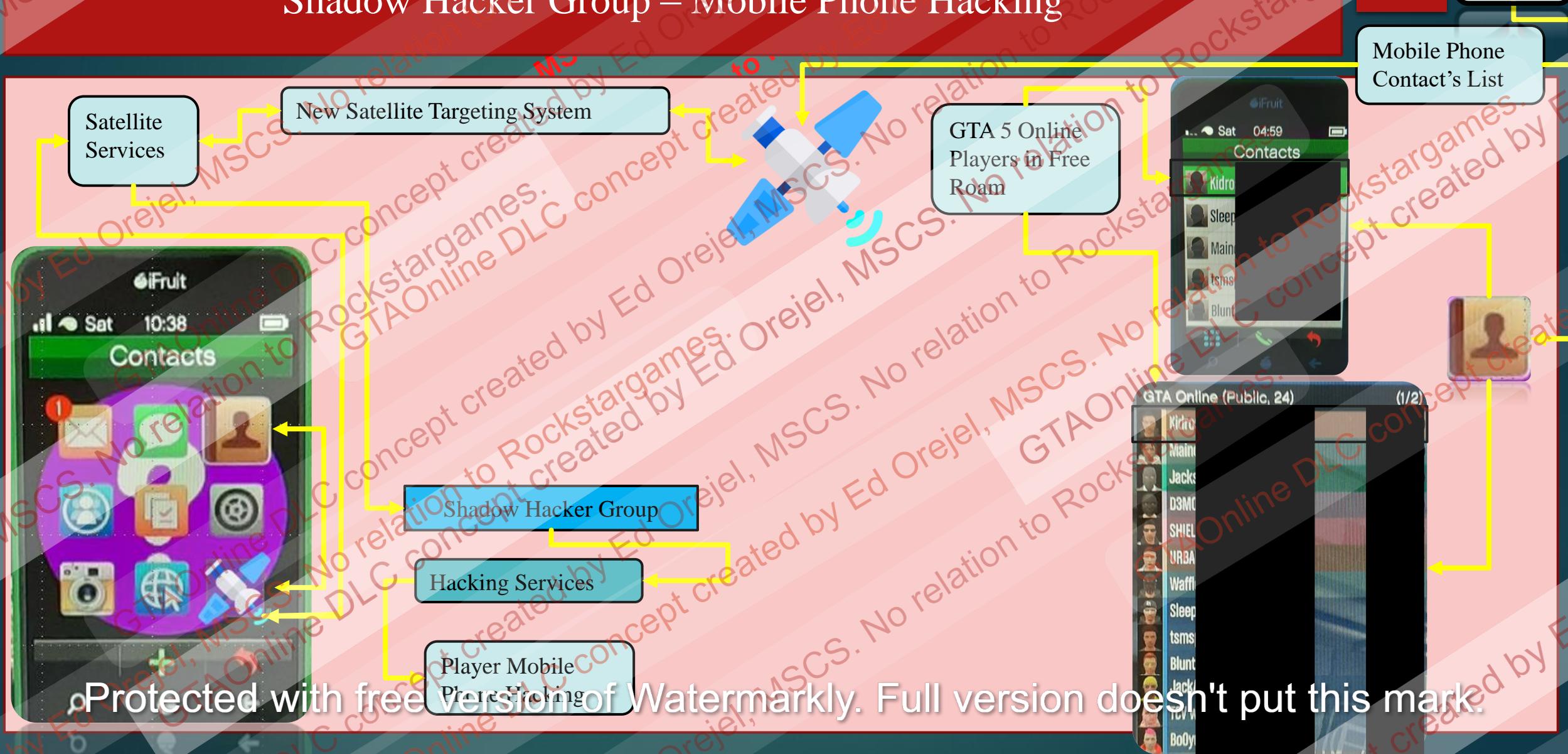
Vehicle Hacking Drone – more information coming soon!

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Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Mobile Phone Hacking



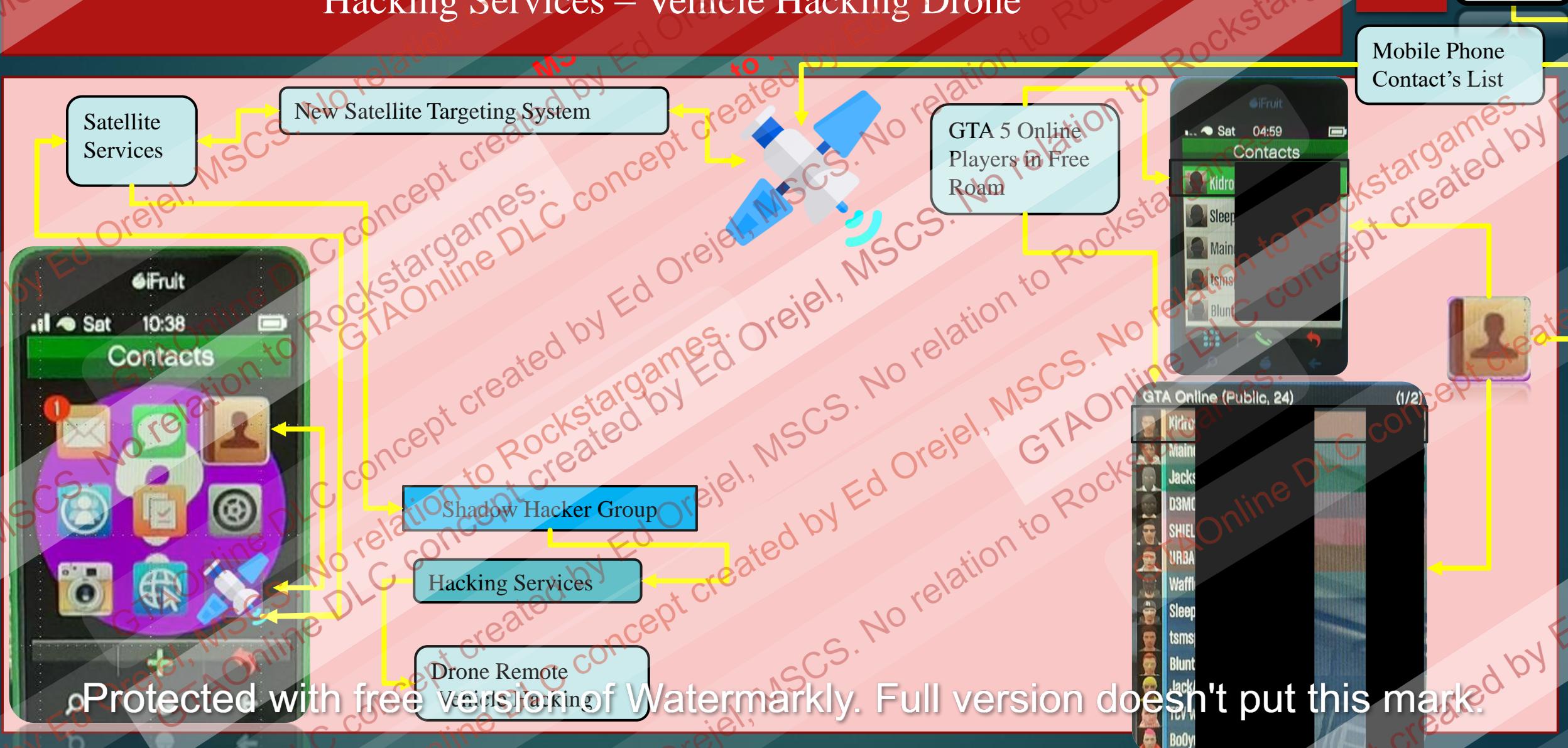
41





42

Software Dev – Fictional GTAOnline Spy Satellite - Shadow Hacker Group – Hacking Services – Vehicle Hacking Drone





43

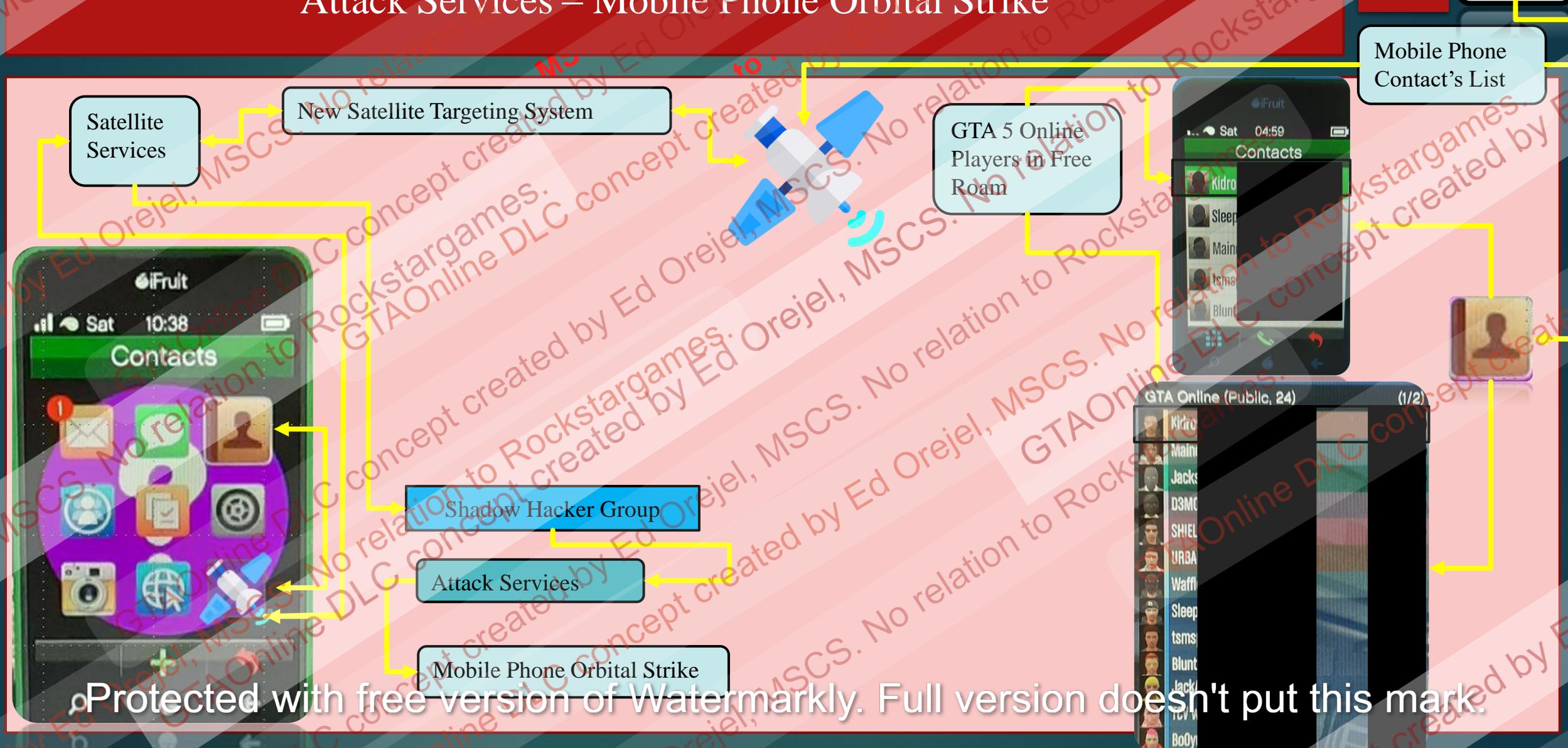
Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Attack Services – Attack Drone Swarm



Software Dev – Fictional GTAOnline Spy Satellite - Shadow Hacker Group – Attack Services – Mobile Phone Orbital Strike



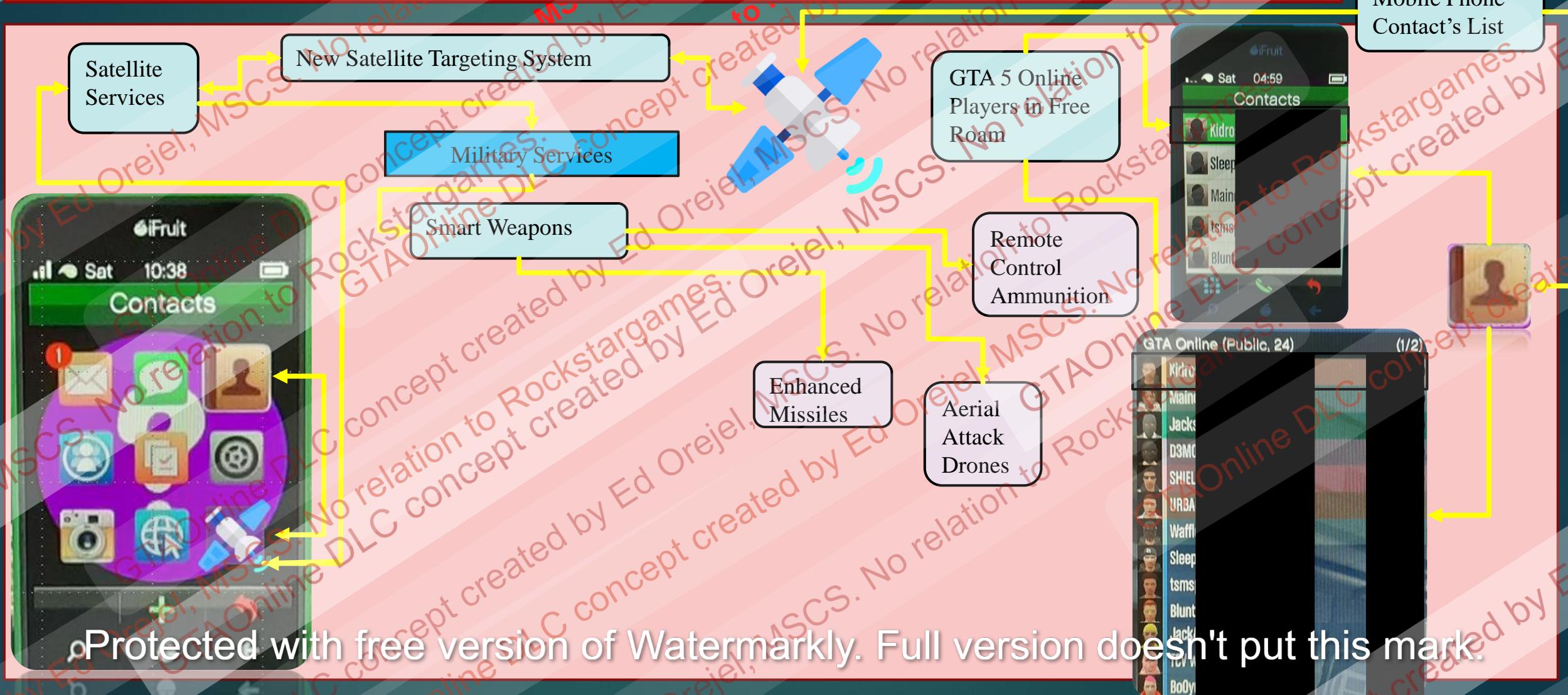
44





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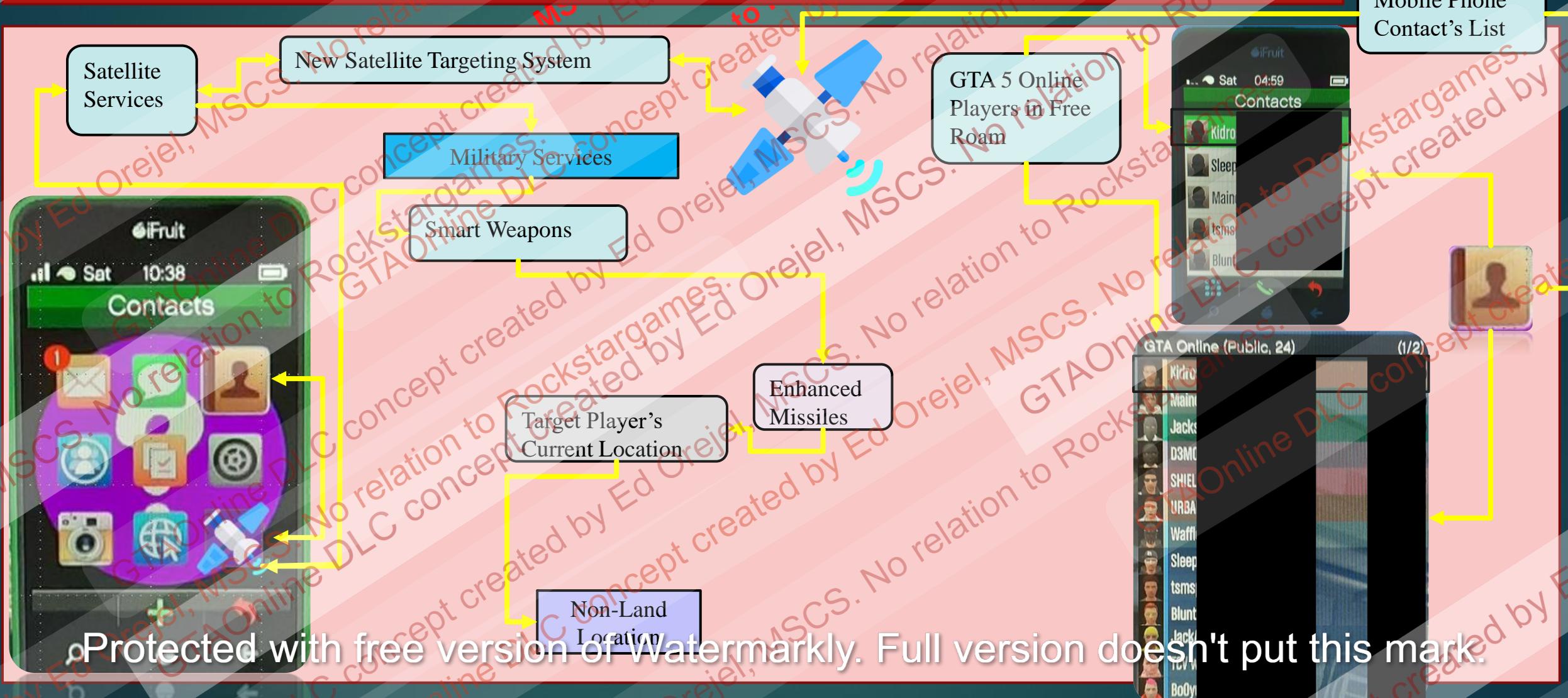
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Overview of Smart Weapons





46

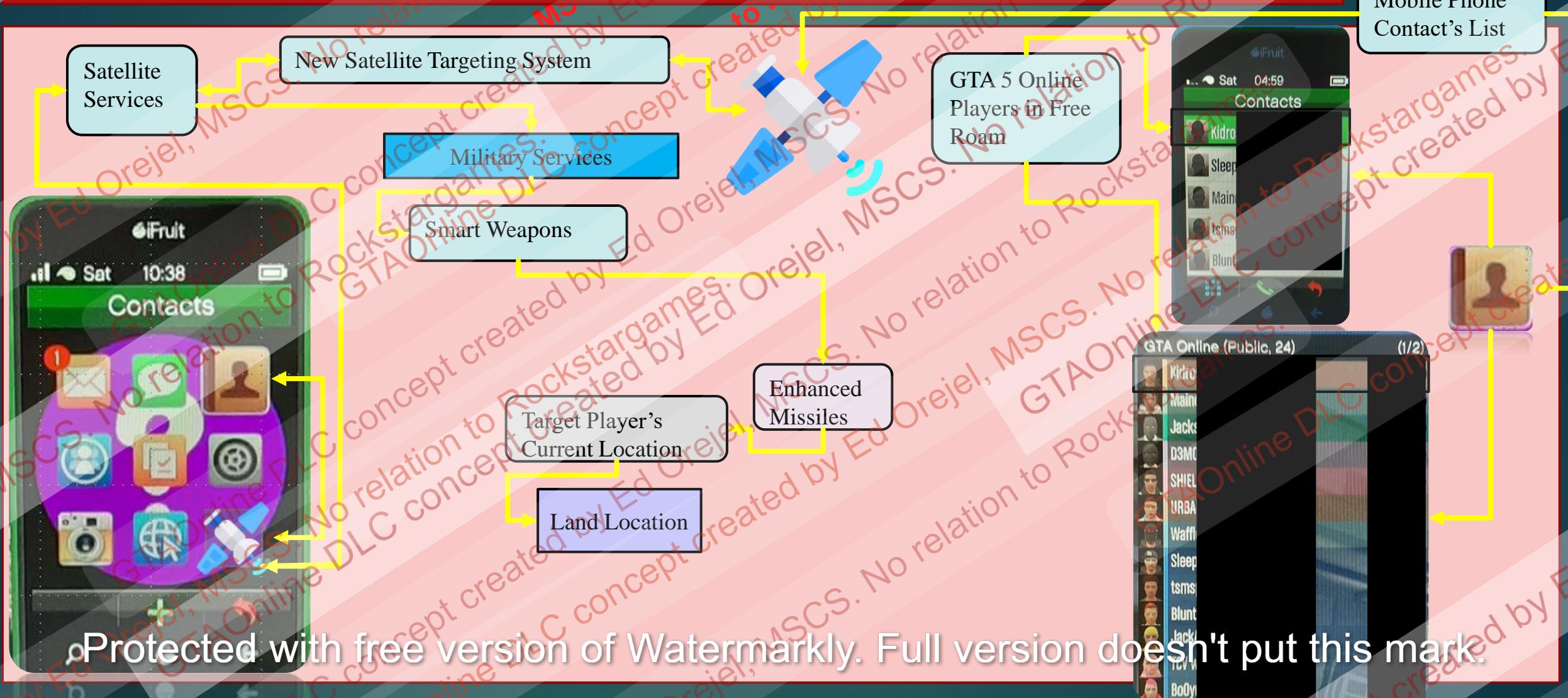
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Enhanced Missiles





47

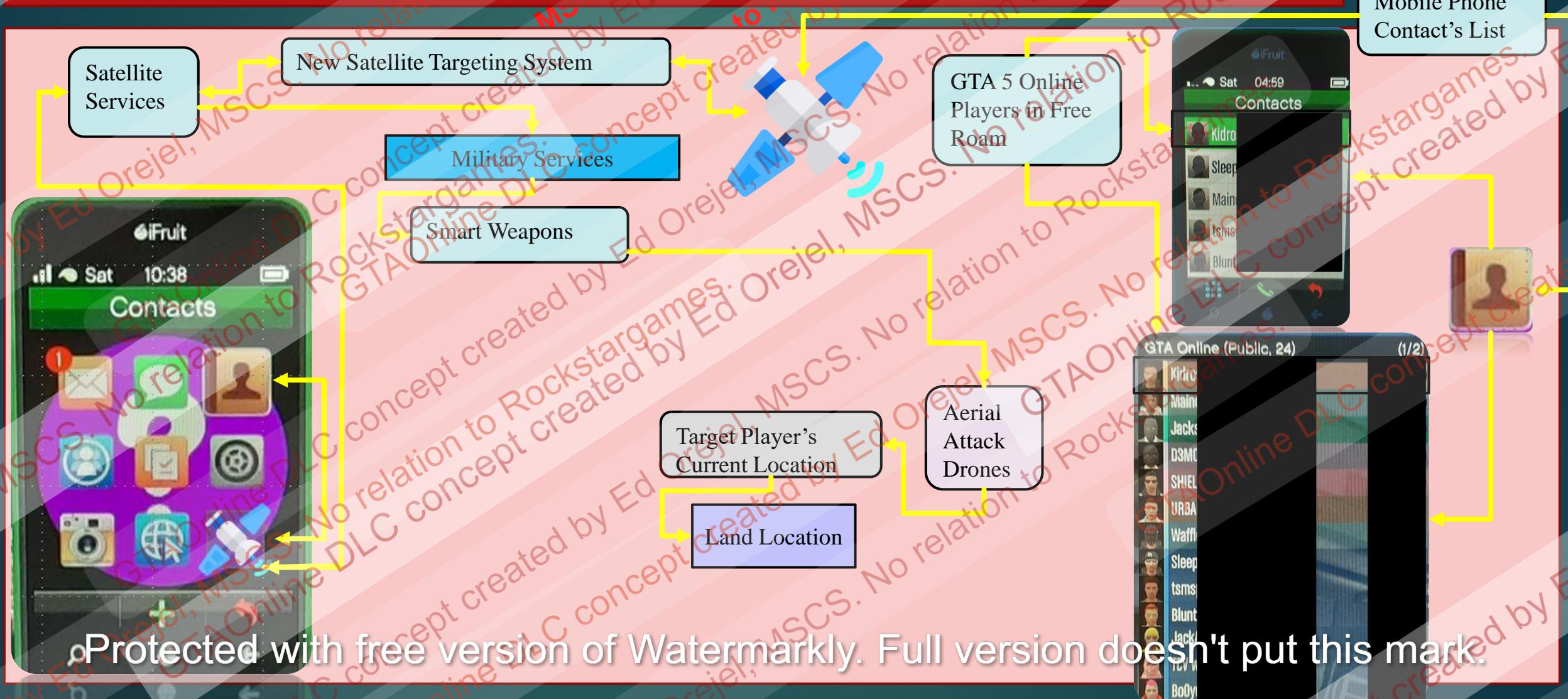
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Enhanced Missiles





48

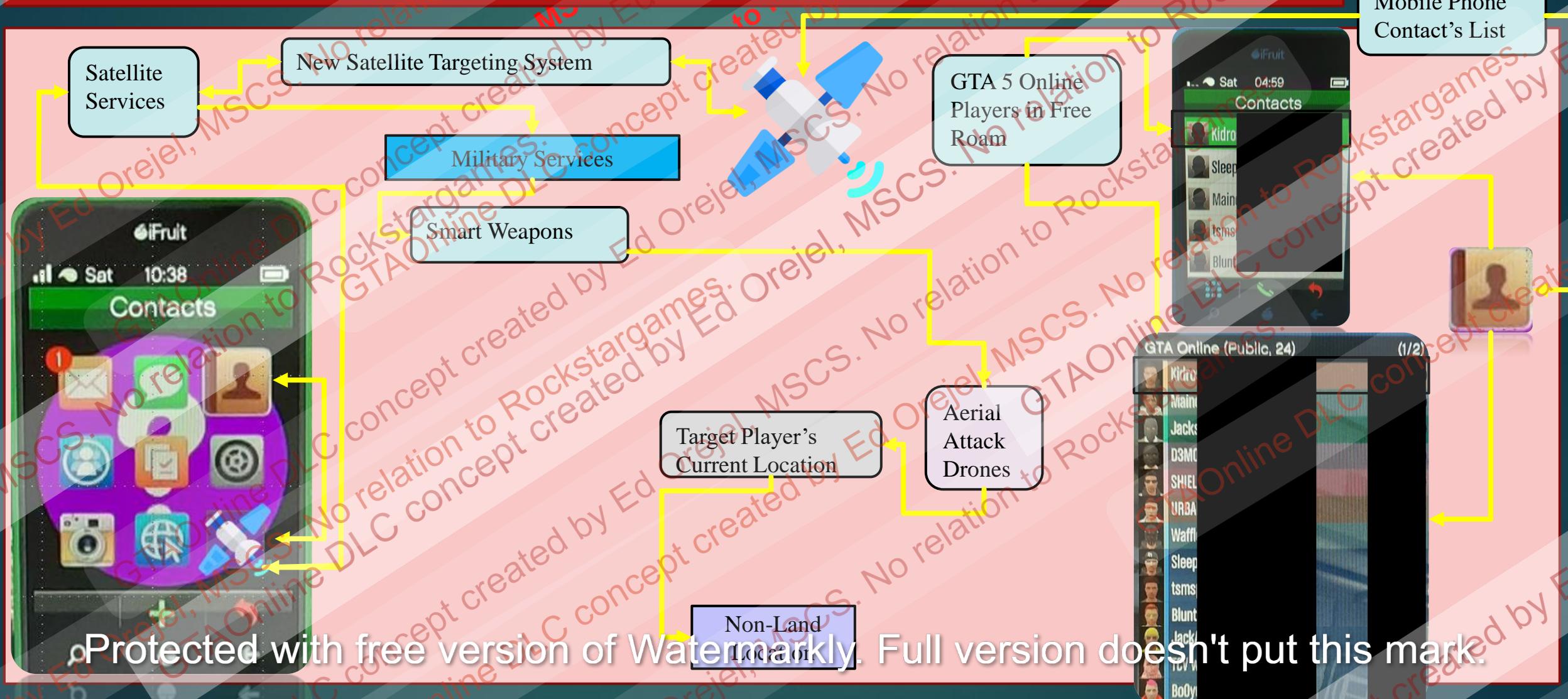
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Aerial Attack Drones





49

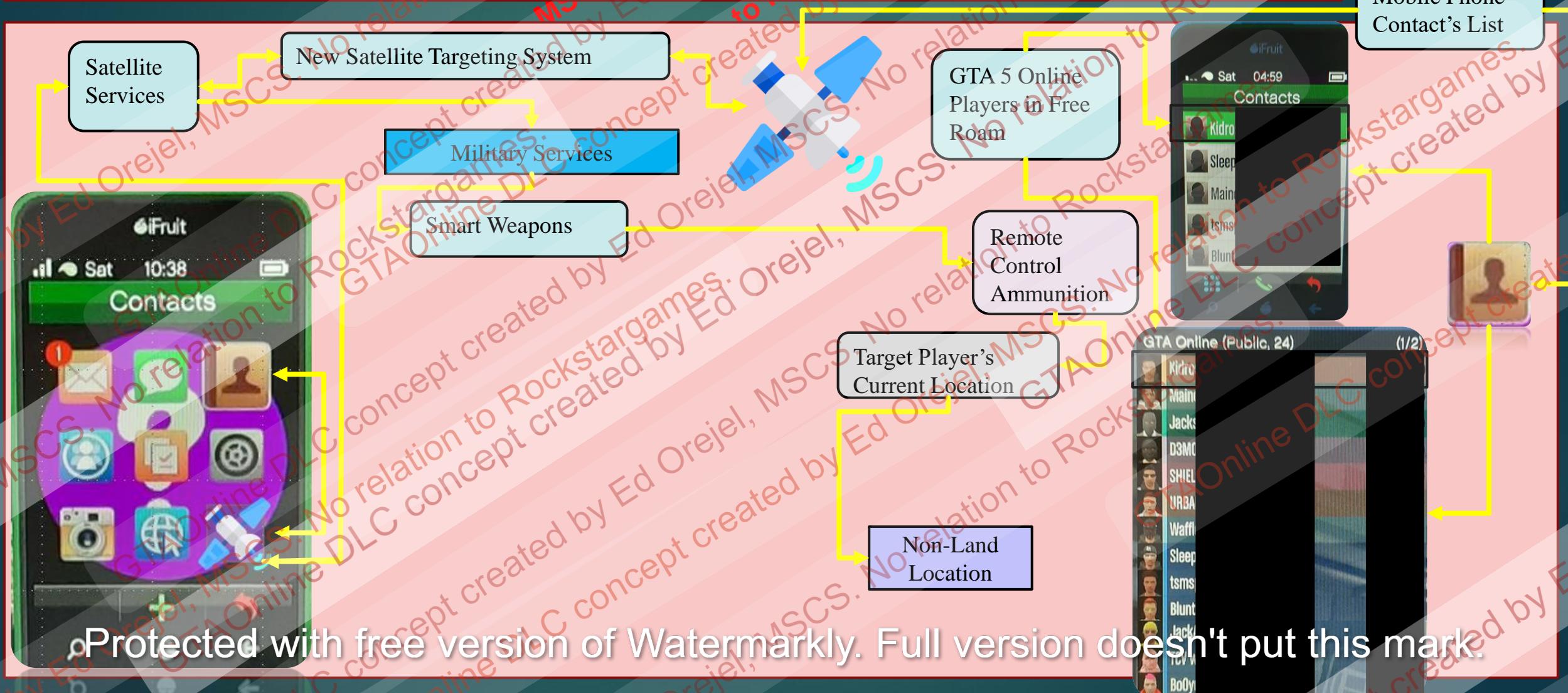
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Aerial Attack Drones



Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Remote Control Ammunition



50





51

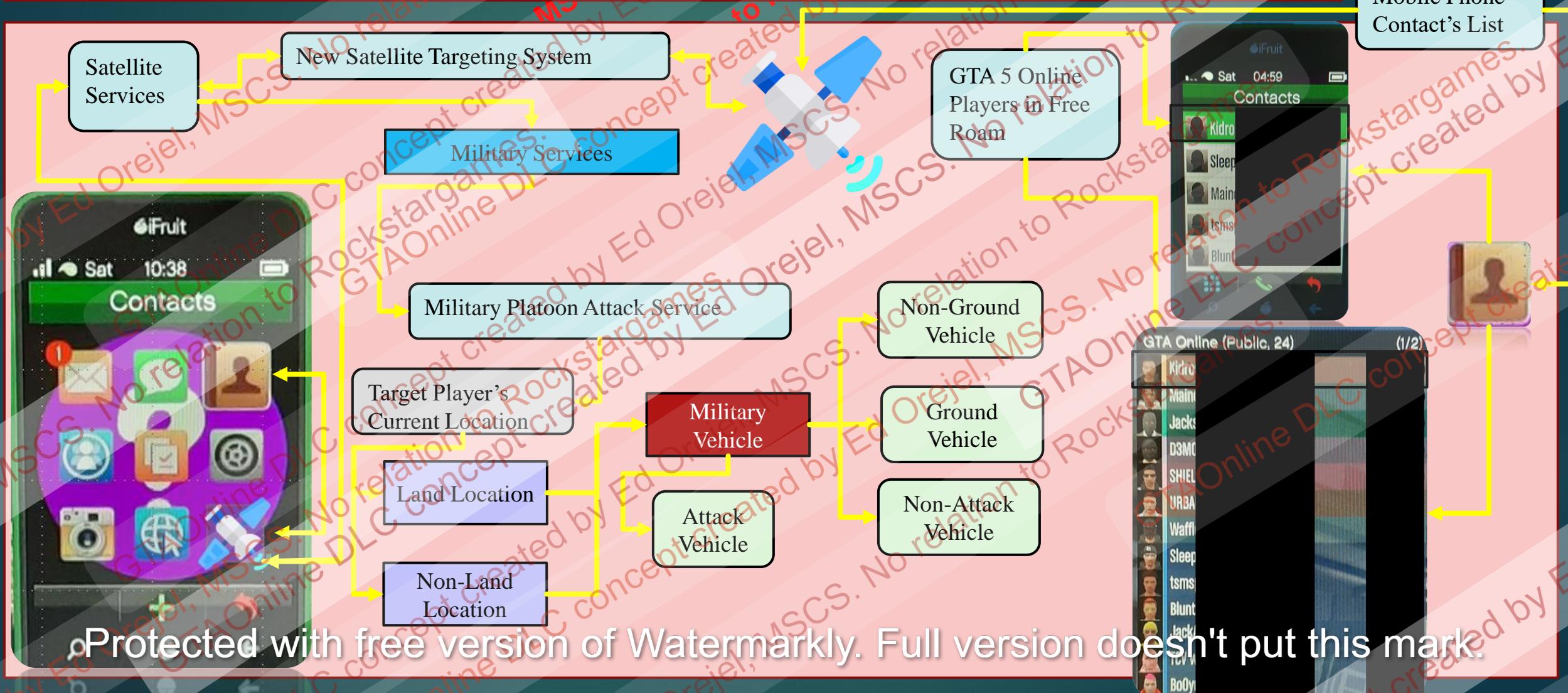
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Smart Weapons – Remote Control Ammunition



Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services –
Military Platoon Attack Service – Military Vehicle



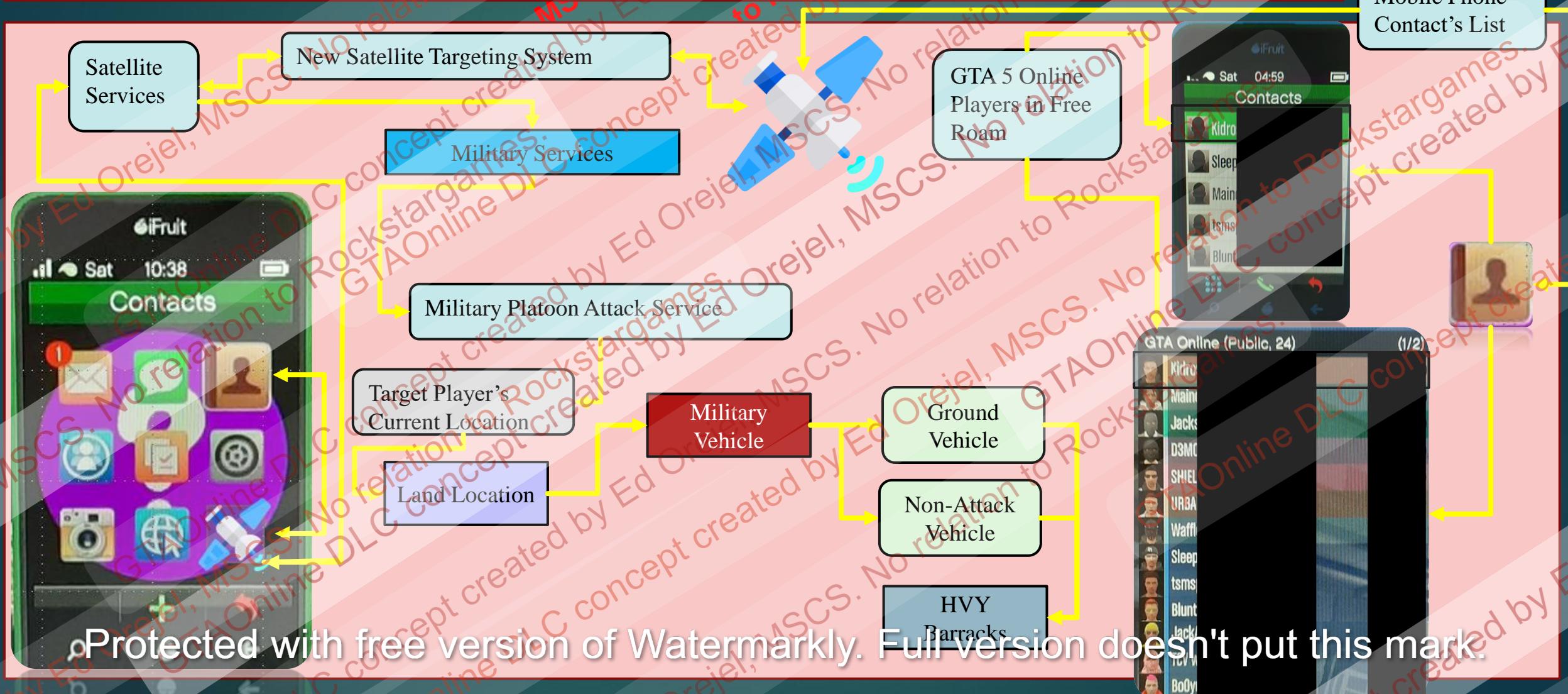
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Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services –
Military Platoon Attack Service – Military Vehicle



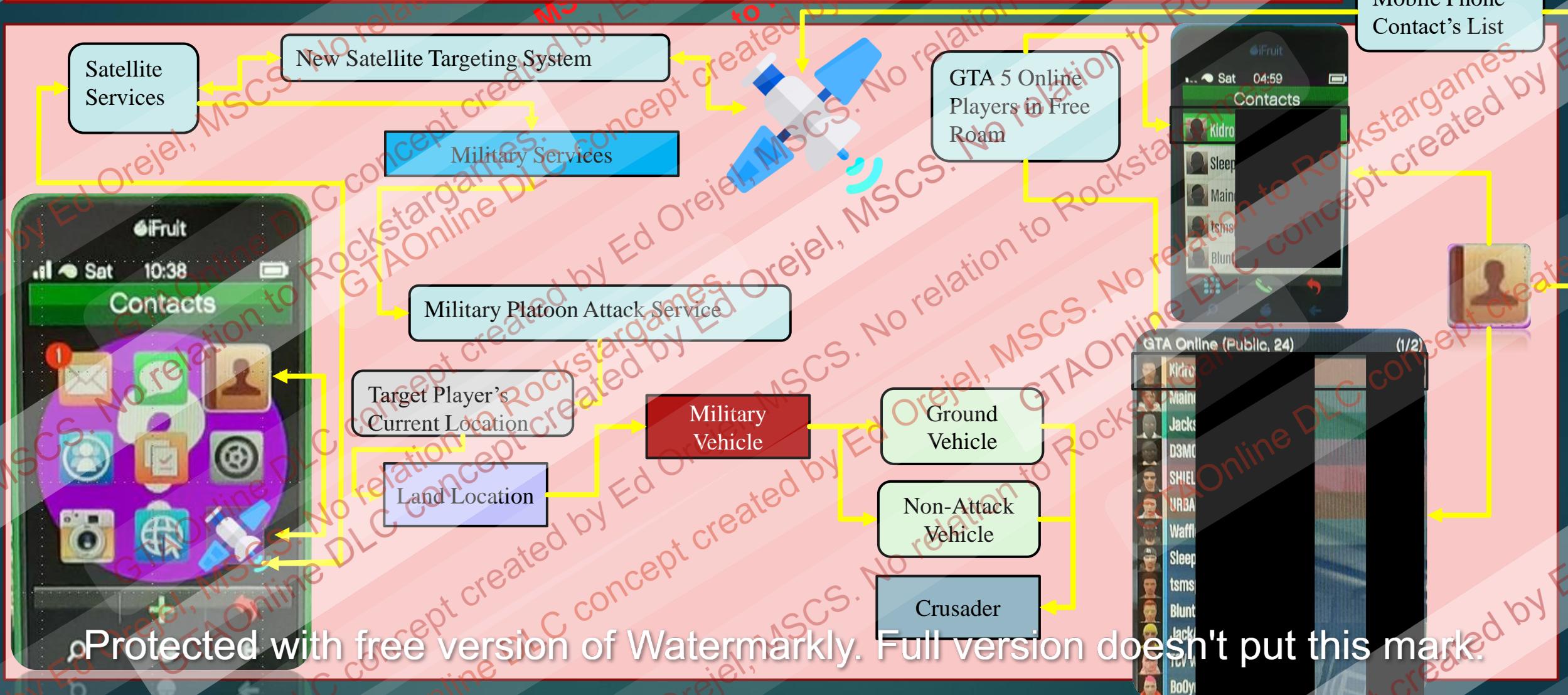
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Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services –
Military Platoon Attack Service – Military Vehicle



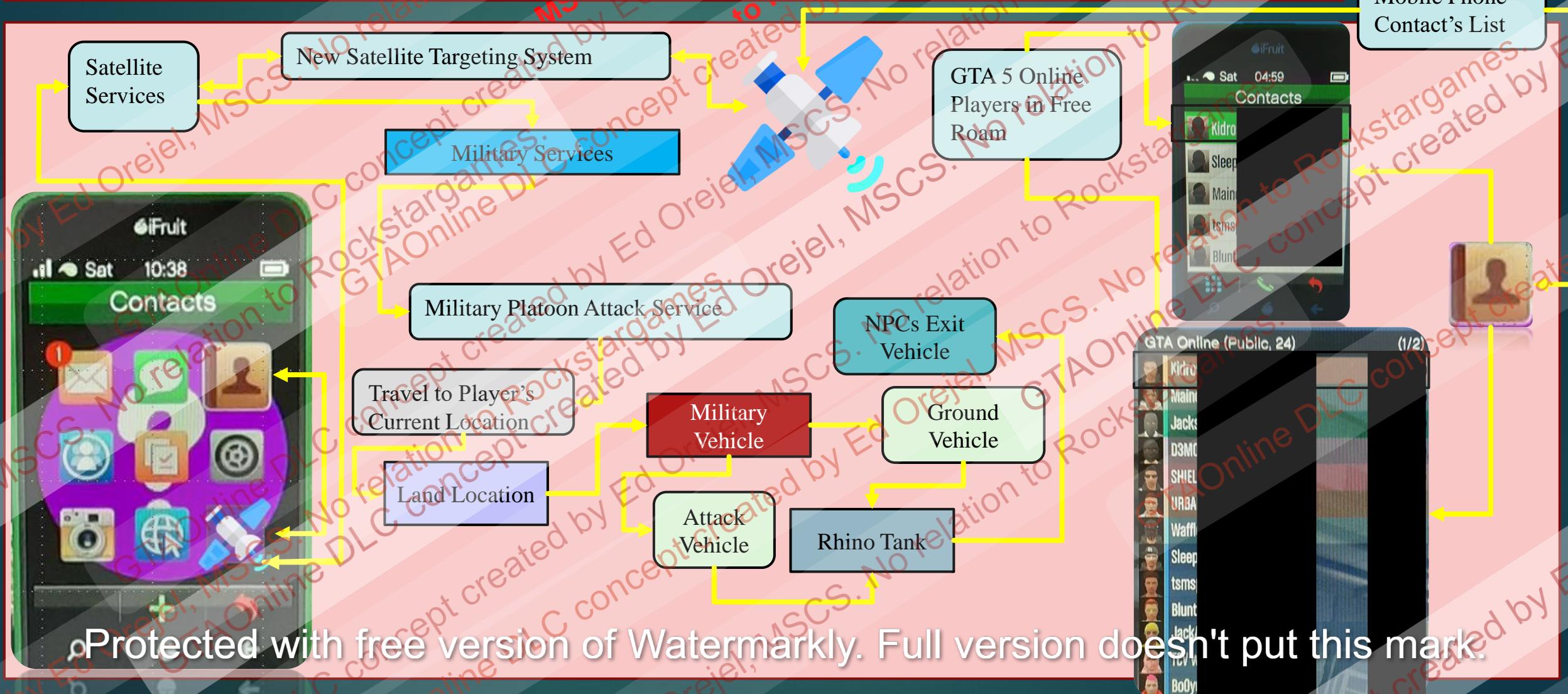
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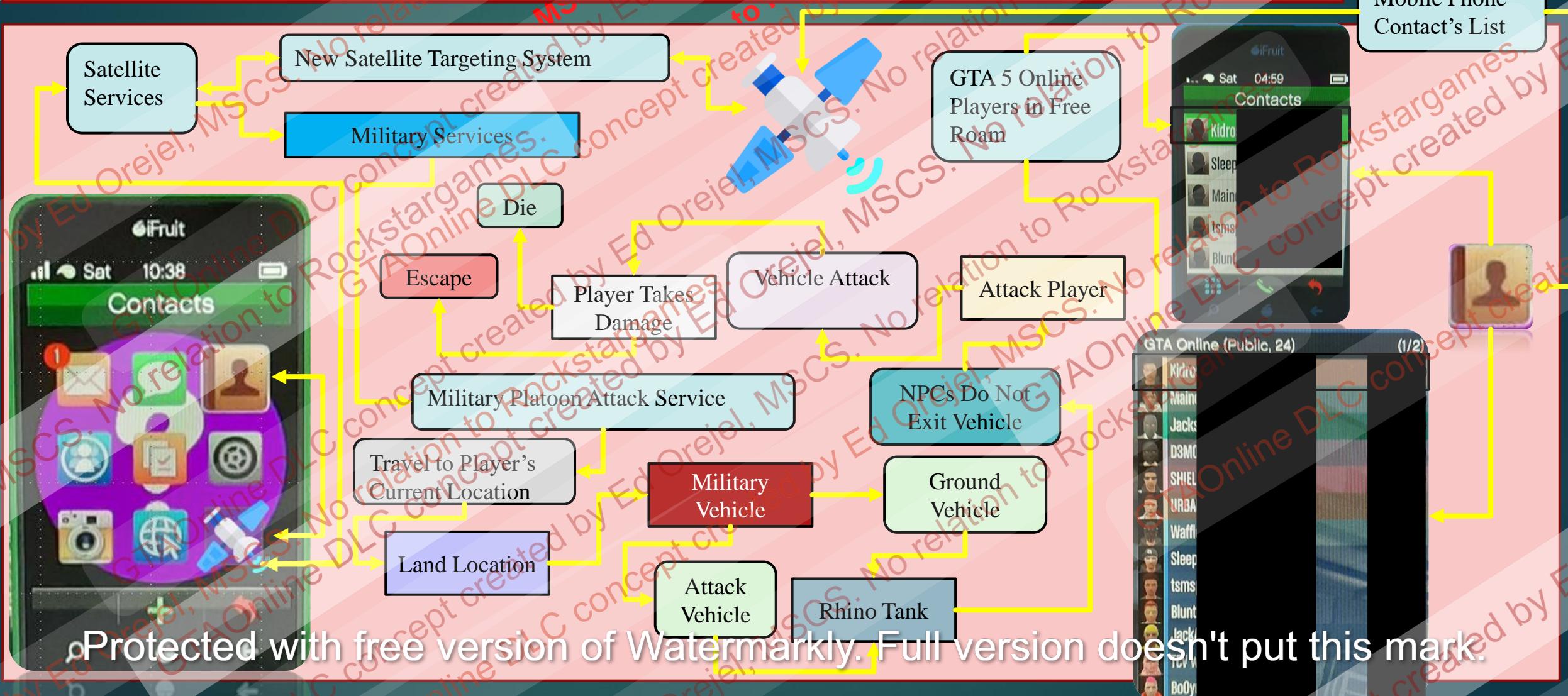
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle





56

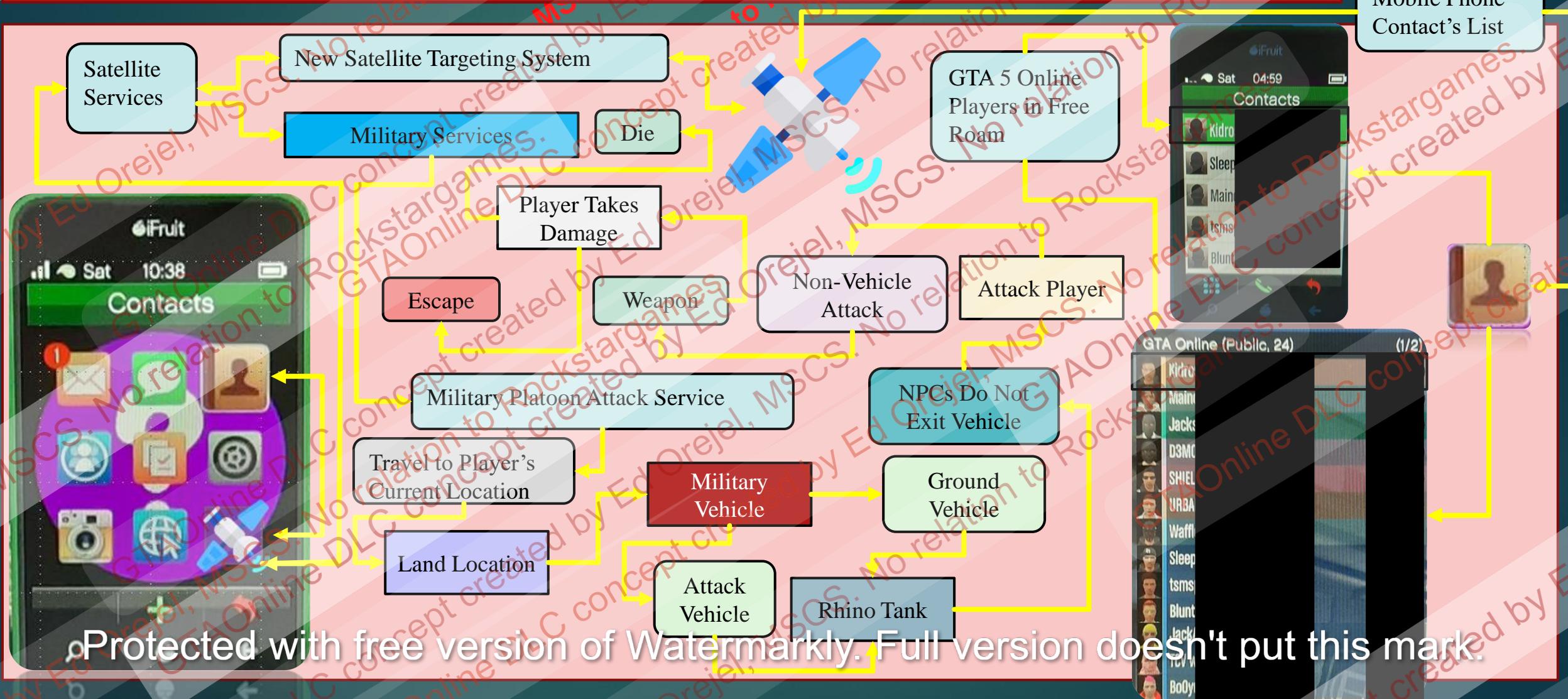
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle





57

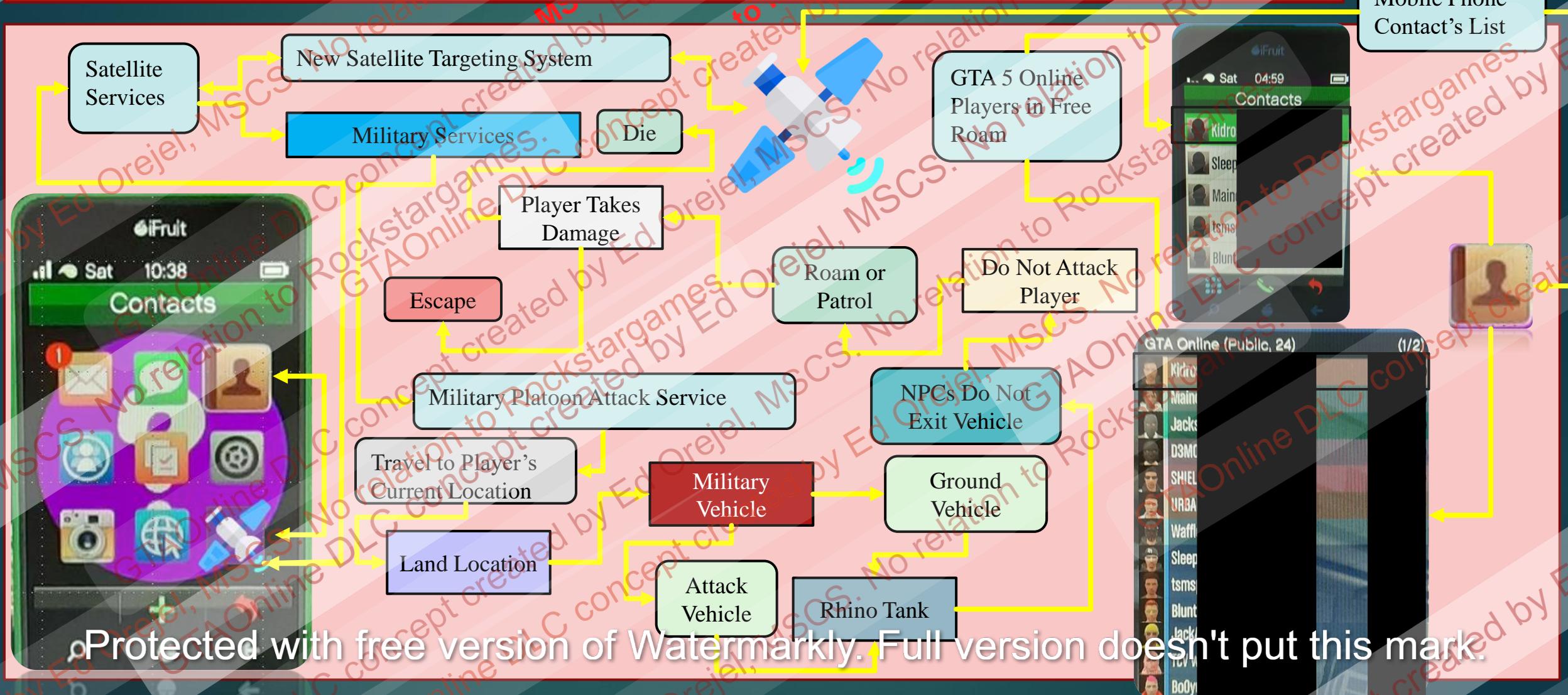
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle





58

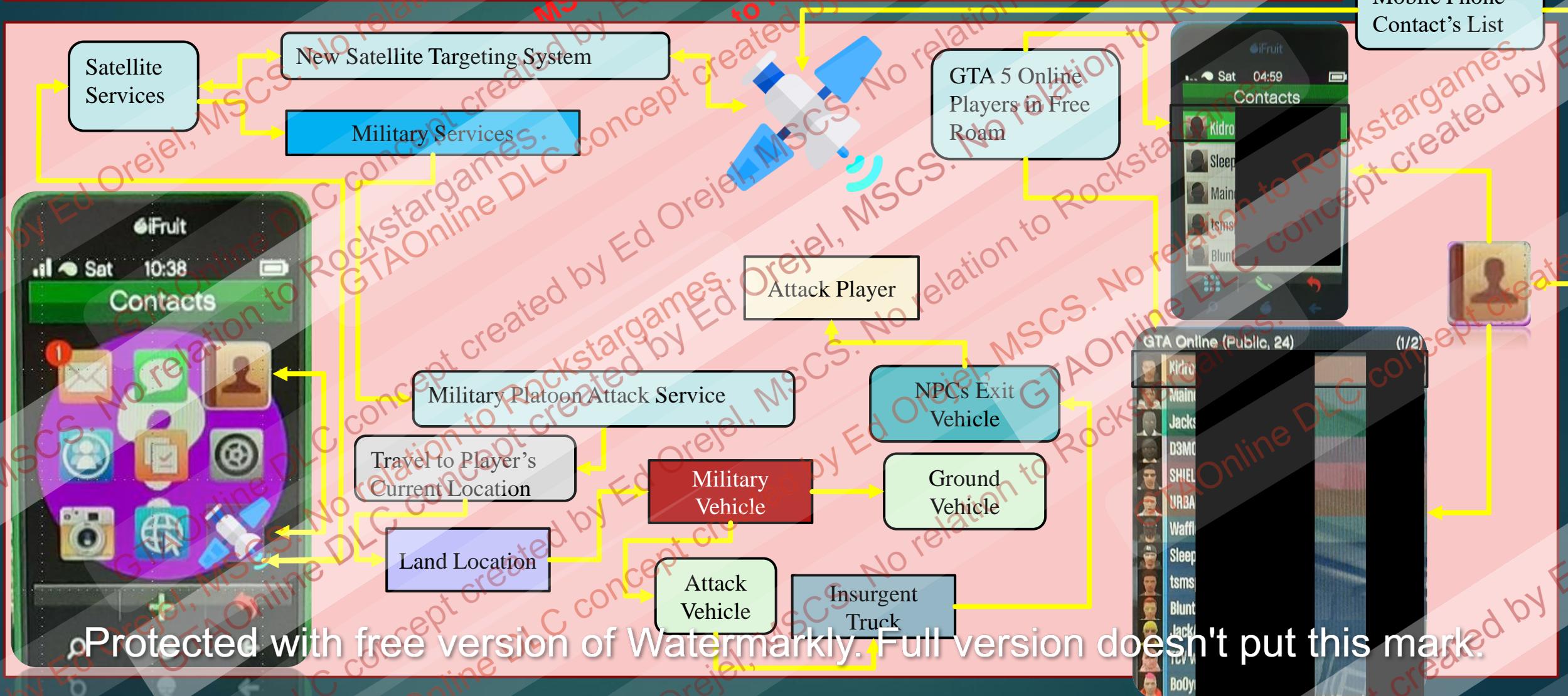
Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle





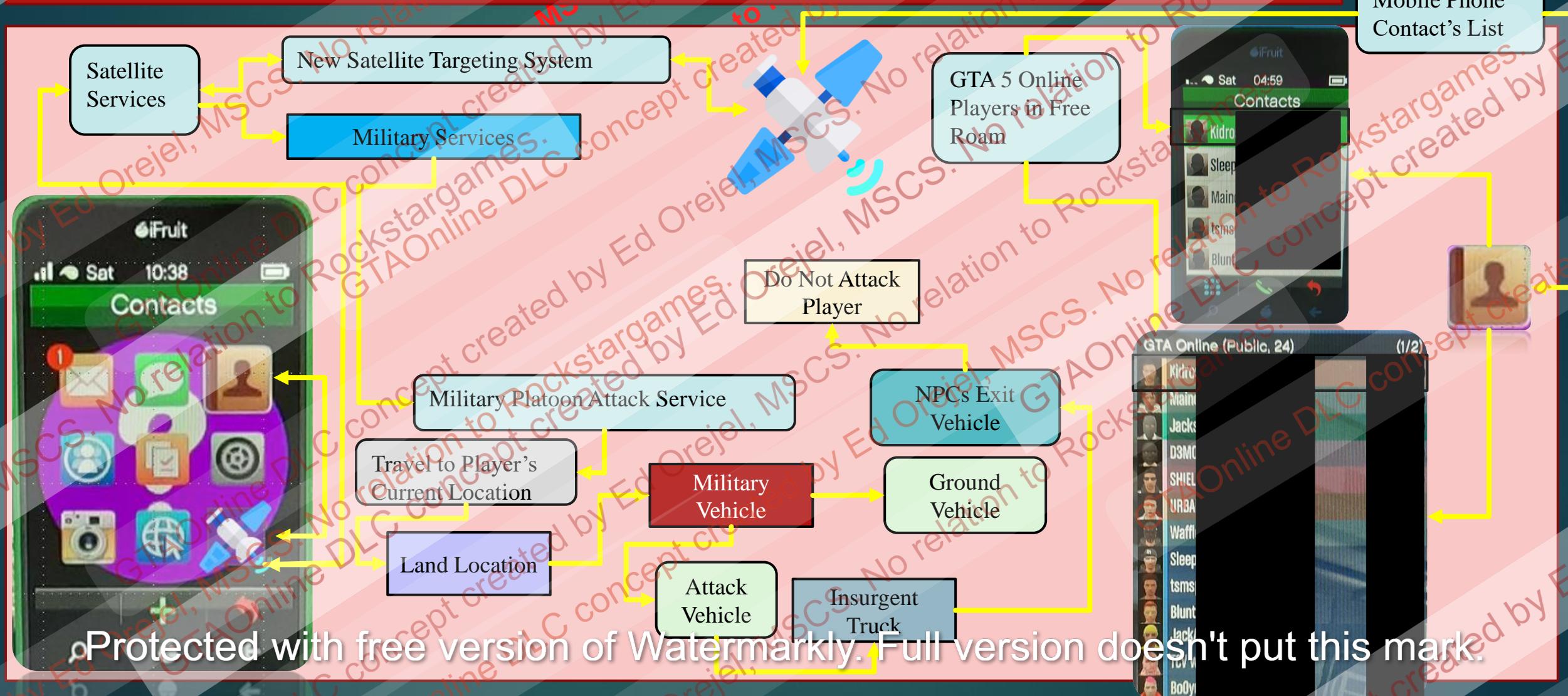
59

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle



Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services –
Military Platoon Attack Service – Military Vehicle

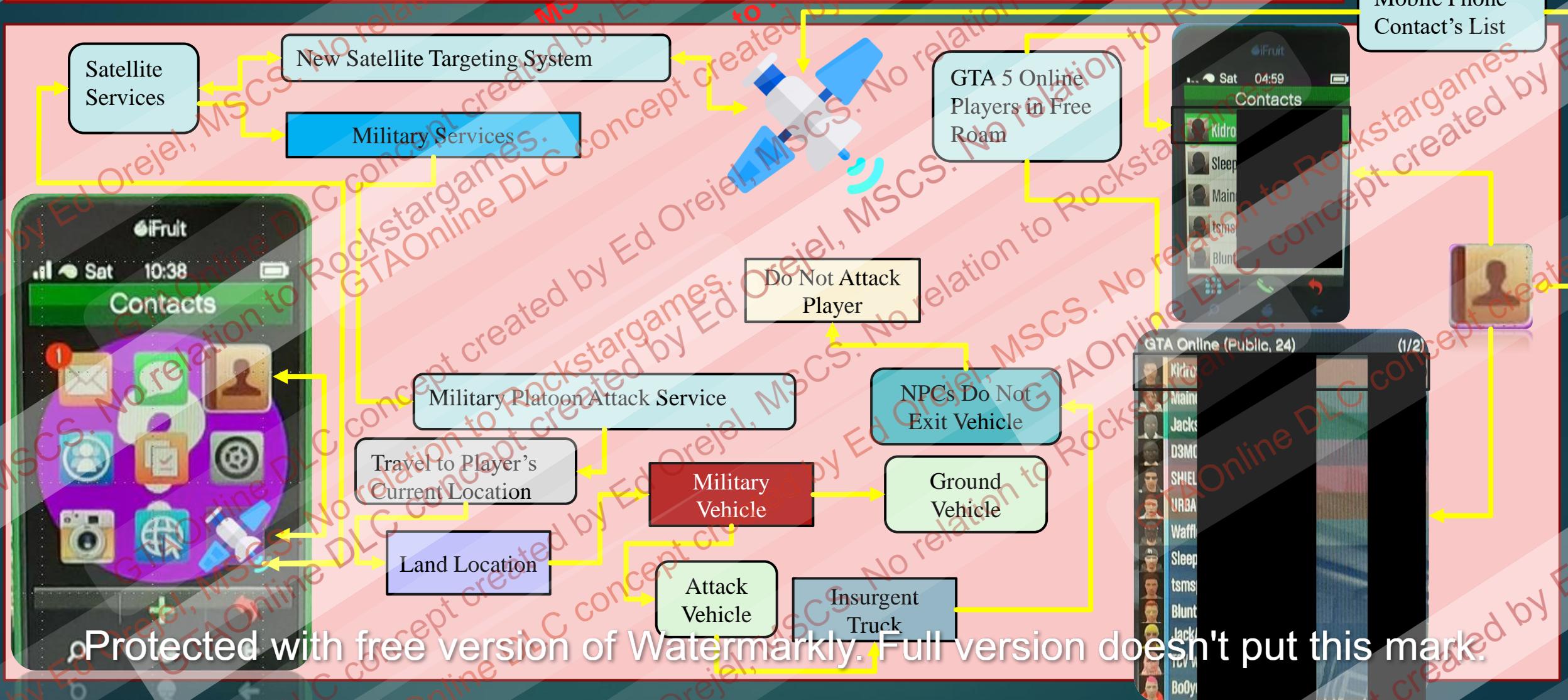
60





61

Software Dev – Fictional GTAOnline Spy Satellite DLC – Military Services – Military Platoon Attack Service – Military Vehicle





62

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Vehicle Hacking Drone

Vehicle Hacking Drone

- Ability for the drone app, while ON, to access the Contact's List to select a player for targeting. (Some assumptions left unstated for now.)

For the Contact's List

- Ability to sort the Contact's List to only have free roam lobby players available for targeting.

1



Main mobile phone screen. Players press the satellite icon to access spy satellite services. They will be directed to a secret spy menu.

2



Mobile phone secret spy menu screen.

Remote Vehicle
Hacking & Control

Mobile Phone Vehicle
Hacking Drone Icon

Drone: Powered Off

Access Denied

Drone: Powered On

Access Granted

Protected with free version of Watermarkly. Full version doesn't put this mark.



63

Software Dev – Fictional GTAOnline Spy Satellite DLC – Shadow Hacker Group – Attack Drone Swarm

Attack Drone Swarm

- Ability for the drone app, while ON, to access the Contact's List to select a player for targeting. (Some assumptions left unstated for now.)

For the Contact's List

- Ability to sort the Contact's List to only have free roam lobby players available for targeting.

1



Main mobile phone screen. Players press the satellite icon to access spy satellite services. They will be directed to a secret spy menu.

2



Mobile phone secret spy menu screen.

Attack Drone Swarm

Mobile Phone
Contact's List

Attack Drone Swarm

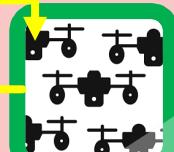


Drone Swarm: Powered Off



Access Denied

Drone Swarm: Powered On



Access Granted

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