

## A1 : INTERACTIVE LEVEL

### IDEATION

#### ⑥ Dungeon Crawler Snippet (Linear)

- players snakes in dungeon, sees X, Y, Z
- players can EXAMINE, USE or WAIT

## ② DCS (grid based)

- player walks in dungeon, sees grid
- player chooses a direction (UP, Down, LEFT, RIGHT)
- death by falling if off grid
- each square has an event (most squares?)

## ③ BATTLE Sequence

- ③ player is in a battle, the beast is jumping to attack  
\* player chooses an action: STRIKE, TRIP, BLOCK

↳ TRIP or BLOCK succeeds, STRIKE fails in death

if TRIP, monster falls

if BLOCK, monster is

  - \* STRIKE succeeds, BLOCK fails
  - \* STRIKE succeeds, BLOCK fails
  - monster is wounded

\* STRIKE or TRIP succeeds, BLOCK fails

\* monster felled

#### ④ Console OPERATOR

A.I.  
⑤  
the user's console is under attack (demanding ransom).

- choose OFFER, PAY
- PAY ends program, attacker demands 2x OFFER
- player can win by inducing integer overflow
- player can INQUIRE or SHUTDOWN

## ⑤ HACKER SIM

- the player is introduced to 3 targets
  - player chooses 1, 2, or 3
  - 1 hacks you back  $\rightarrow$  fail
  - 2 or 3  $\rightarrow$  SOCIAL ENGINEERING or MALWARE
- 2 socialite
  - falls for malware
- 3 techie
  - falls for social engineering

intelligent  
stupid  
 $\downarrow$   
1 is impossible

