

WHACK-A-MALWARE ABSTRACT

The player is equipped with two hammers, and they must use them to destroy the malware that spawns. There are five different types of malware in Whack-a-Malware: Adware, Spyware, Ransomware, Worm, and Trojan Horse. Each one has a unique effect that is related to its real-world counterpart. The objective is to whack as many malware as possible and get a new high score. There are also cosmetic options that the player can use to change their hammer colors, effects and effect colors. Most cosmetics are locked behind challenges as an incentive to replay the game.

DIGITAL FOOTPRINTS PI ABSTRACT

The player will get to explore a city looking for digital footprint clues. The Player will have to deduce how specific clues implicate specific suspects. Once the player has decided on a final suspect the player will get to lay out their case and see if their accusation was correct. The intent of the game is to show both how your digital self is incredibly traceable, and how bad behavior online can have real world consequences. The Game area consists of a City area with several locations of interest, and some interior rooms for specific locations.

TECHNICAL SPECIFICATIONS

Designed for the Meta Quest 2 Platform
Built in the Unity Engine 2021.3.2
Plastic SCM for Version Control

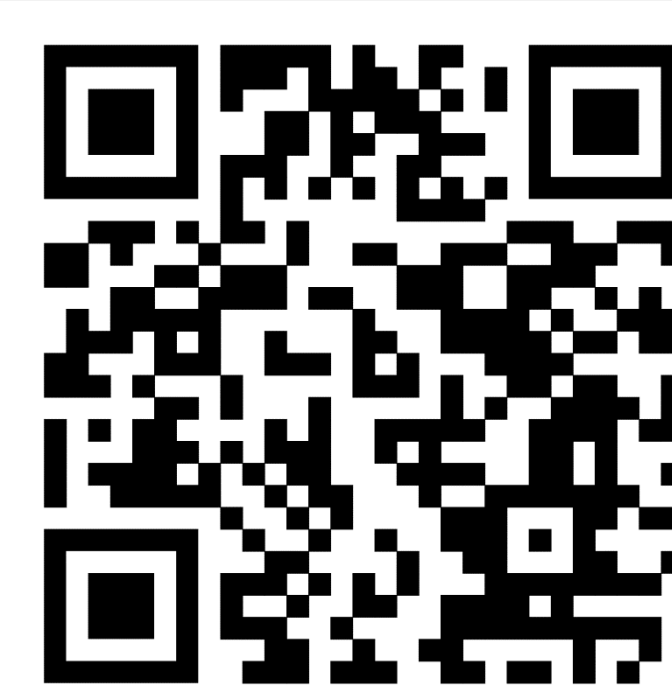
Whack-a-Malware is a fun arcade game where you whack various malware

Digital Footprints PI is a private investigator game about digital footprints

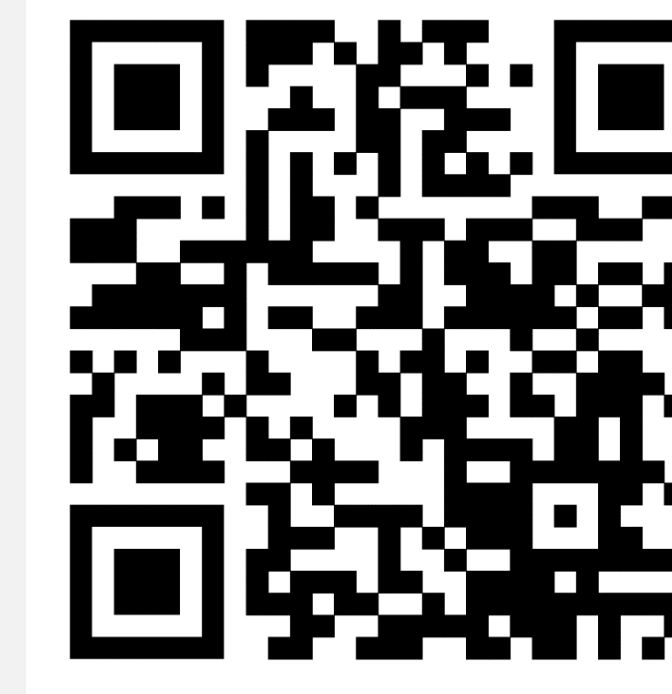
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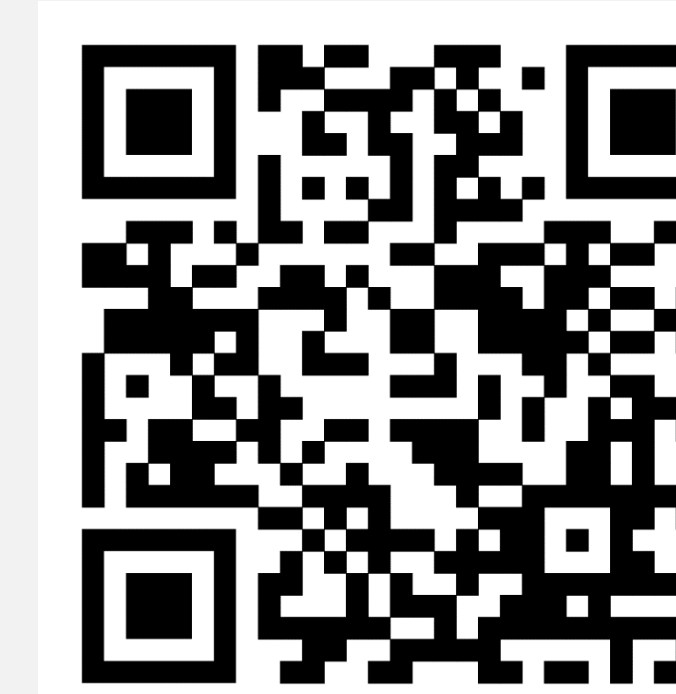
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