Hacking in Video Games

HOURUCK   .hu
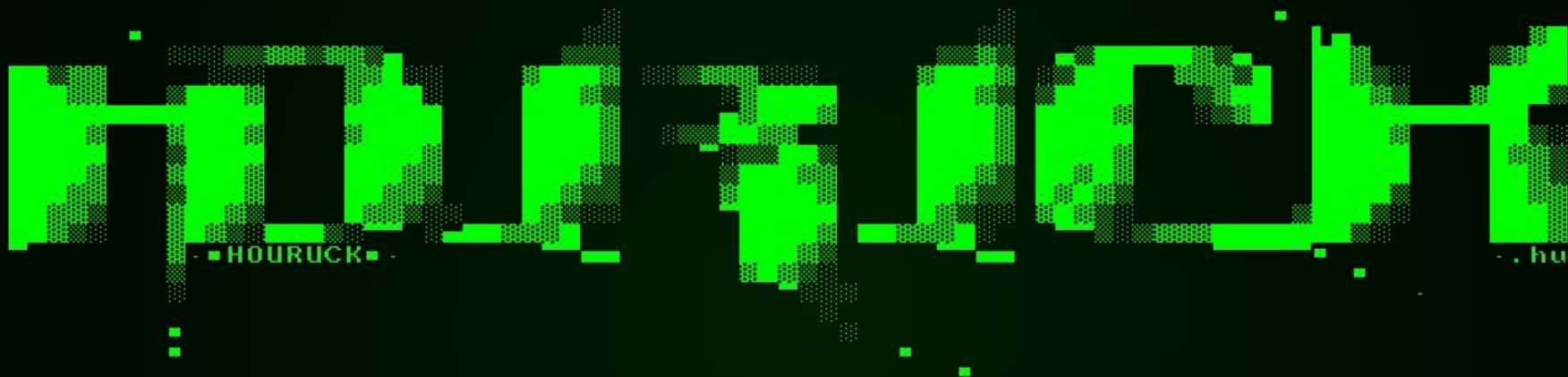
- Project Manager at GAMELAB
- Hackerspace Budapest member
- Adoptive parent of a gay penguin
- Meat popsicle

- Lightning talk
  - Hacking mechanics in games
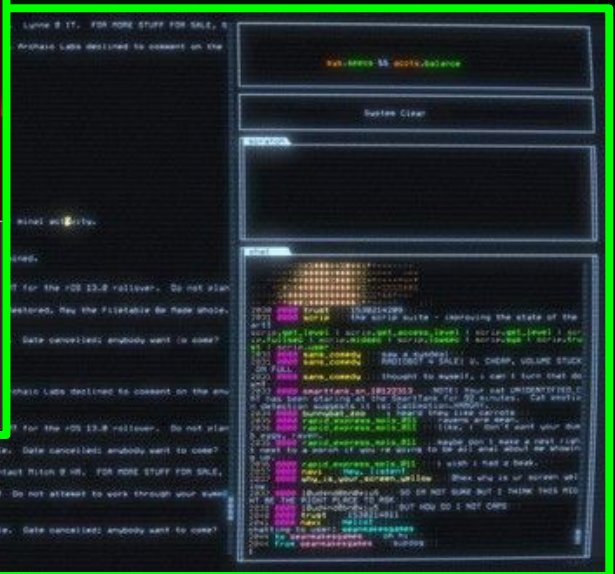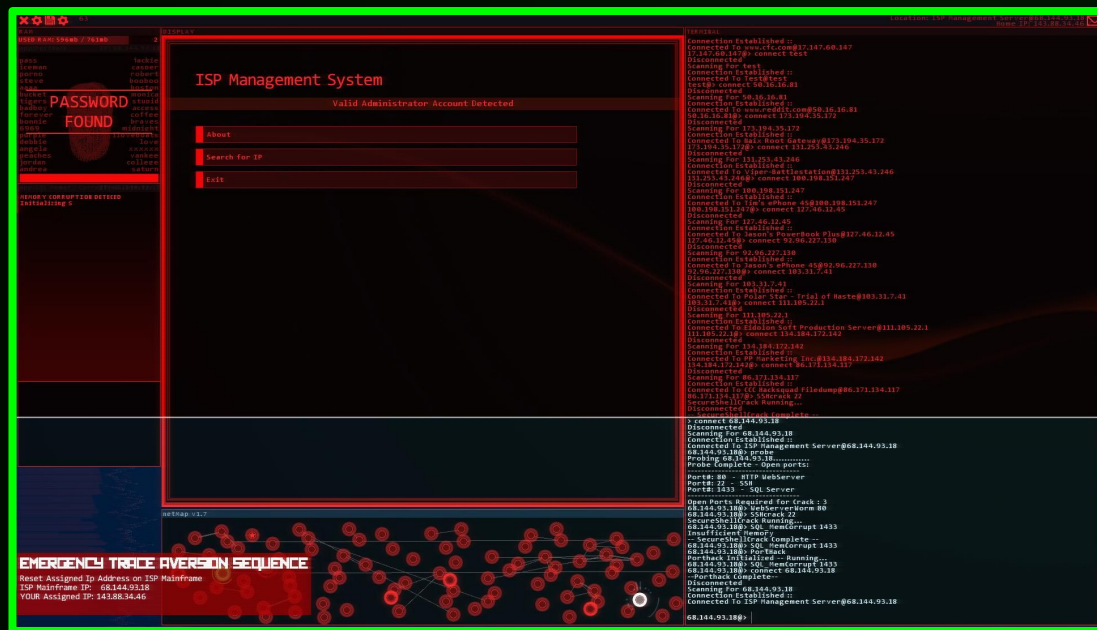 - Game Design Methods

- Game Design Workshop
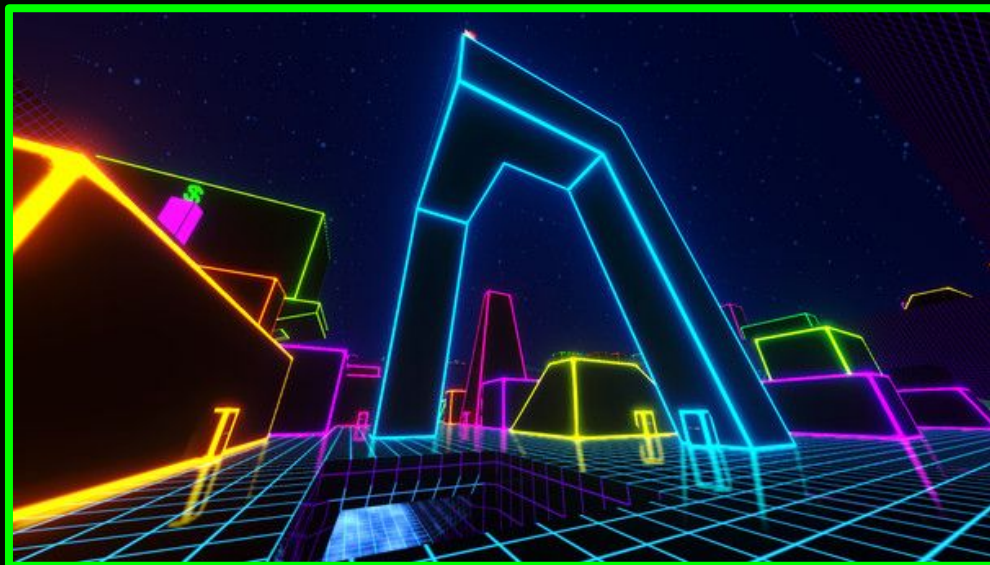 - Timeboxed
  - Three rounds

- Cheaters
- Script kiddies
- Serious games
- Gamification

ISP Management System

Valid Administrator Account Detected

- About
- Search for IP
- Exit

PASSWORD FOUND

EMERGENCY TRACE AVERSION SEQUENCE
Reset Assigned Ip Address on ISP Mainframe
ISP Mainframe IP: 68.144.93.18
YOUR Assigned IP: 143.88.34.46

MEMORY CORRUPTION DETECTED
Initializing S

Connection Established ::
Connected To www.cfc.com@17.147.60.147
17.147.60.147@> connect test
Disconnected
Scanning For test
Connection Established ::
test@> connect 58.16.16.81
Disconnected
Connection Established ::
Connected To www.reddit.com@58.16.16.81
58.16.16.81@> connect 171.194.55.172
Disconnected
Scanning For 173.194.55.172
Connection Established ::
Connected To Main Boot Gateway@173.194.55.172
173.194.55.172@> connect 131.253.43.246
Disconnected
Scanning For 131.253.43.246
Connection Established ::
Connected To Viper-Battlestation@131.253.43.246
131.253.43.246@> connect 100.198.151.247
Disconnected
Scanning For 100.198.151.247
Connection Established ::
Connected To Tim's ePhone 4S@100.198.151.247
100.198.151.247@> connect 127.46.12.45
Disconnected
Scanning For 127.46.12.45
Connection Established ::
Connected To Jason's PowerBook Plus@127.46.12.45
127.46.12.45@> connect 92.96.227.130
Disconnected
Scanning For 92.96.227.130
Connection Established ::
Connected To Jason's ePhone 4S@92.96.227.130
92.96.227.130@> connect 103.31.7.41
Disconnected
Scanning For 103.31.7.41
Connection Established ::
Connected To Polar Star - Trial of Haste@103.31.7.41
103.31.7.41@> connect 111.105.22.1
Disconnected
Scanning For 111.105.22.1
Connection Established ::
Connected To Eidolon Soft Production Server@111.105.22.1
111.105.22.1@> connect 134.184.172.142
Disconnected
Scanning For 134.184.172.142
Connection Established ::
Connected To PP Marketing Inc@134.184.172.142
134.184.172.142@> connect 86.371.134.117
Disconnected
Scanning For 86.371.134.117
Connection Established ::
Connected To CC Backsquad Filedump@86.371.134.117
86.371.134.117@> SSHcrack 22
SecureShellCrack Running...
Disconnected

> connect 68.144.93.18
Disconnected
Scanning For 68.144.93.18
Connection Established ::
Connected To ISP Management Server@68.144.93.18
68.144.93.18@> probe
Probing 68.144.93.18...
Probe Complete - Open ports:

Port#: 80 - HTTP WebServer
Port#: 22 - SSH
Port#: 1433 - SQL Server

Open Ports Required for Crack : 3
68.144.93.18@> WebServerWorm 80
68.144.93.18@> SSHcrack 22
SecureShellCrack Running ...
68.144.93.18@> SQL_MemCorrupt 1433
Insufficient Memory
--> SecureShellCrack Complete --
68.144.93.18@> SQL_MemCorrupt 1433
68.144.93.18@> PortHack
PortHack Initialized - Running...
68.144.93.18@> SQL_MemCorrupt 1433
--PortHack Complete--
Disconnected
Scanning For 68.144.93.18
Connection Established ::
Connected To ISP Management Server@68.144.93.18

68.144.93.18@>

netMap:v1.7

DATA KNIFE

To Hack the console, get close, then PRESS and HOLD the ⊗ button.

Hold ⊗ to Hack

Hammond P2011 x0
0

- Blame hollywood
    - Fast action
    - Visually represented

- Rule of Fun in game design
    - Simulations are too complex
    - Suspension of disbelief

- Quadrilateral Cowboy
- Gunpoint

Featured

- Social engineering
- Password cracking
- Scanning
- Exploits

Not featured

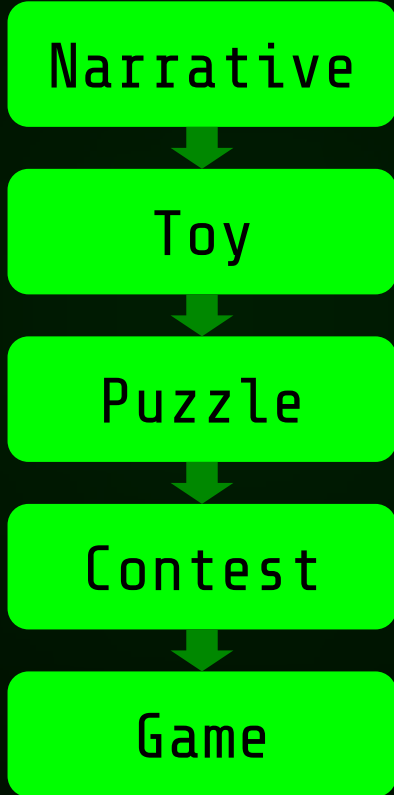- Man-in-the-middle
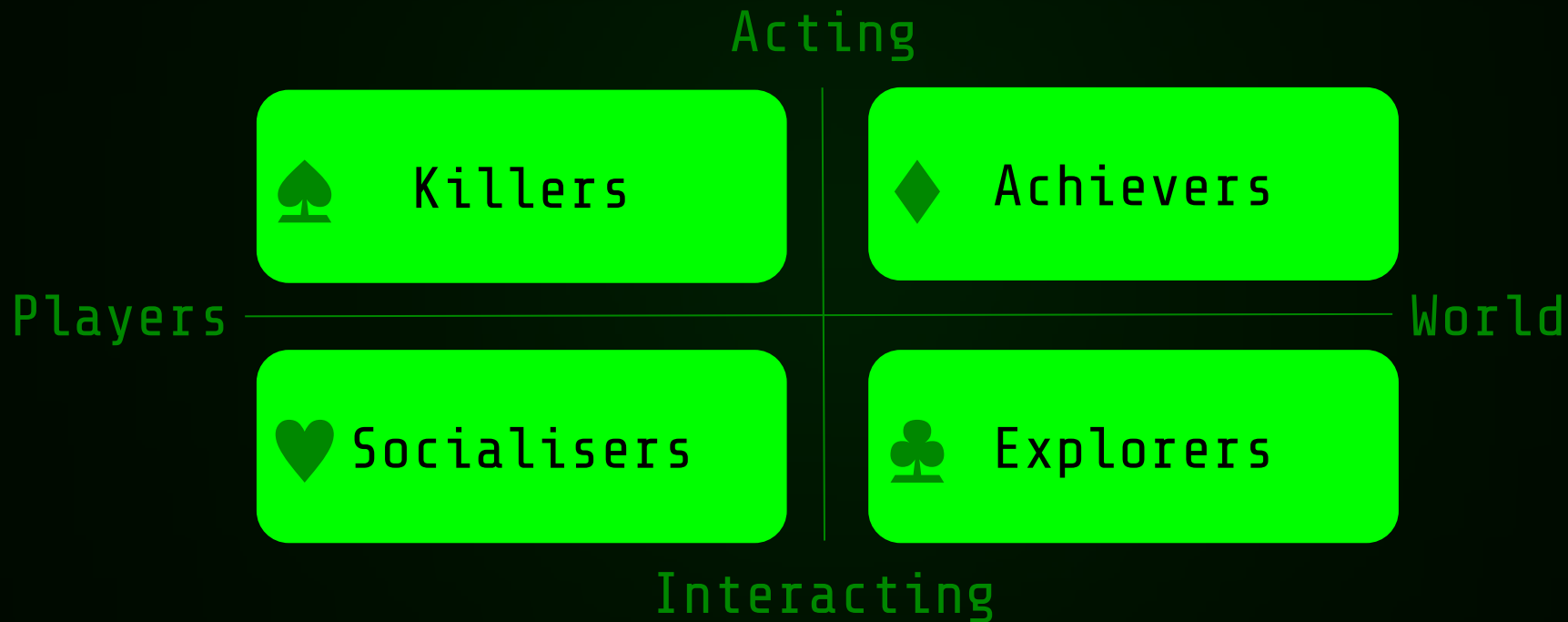- Privilege escalation
- Dumpster diving
- Phishing

Narrative

Toy

Puzzle

Contest

Game

Acting

| ♠ Killers | ♦ Achievers |

Players — — — — — — — — — — — — — — — — World

| ♥ Socialisers | ♣ Explorers |

Interacting

=

Gameplay
- Mechanisms
- Dynamics
- Aesthetics

!=

- Audio-Visual Design
- Narrative Design

| Narrative Design | Game Design | Audio-Visual Design |

Title of Atom │ Jump
Player action │ Press the jump button
Simulation   │ Jump and collider
Feedback   │ Animation on screen
"I can jump!"

Title of Atom │ Reach platform
Player action │ Jump near platform
[…]

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┌──────────┐      ┌──────────┐      ┌──────────┐
│  Start   │ ───▶ │   Core   │ ───▶ │ Closure  │
│ Session  │      │ Gameplay │      │          │
└──────────┘      └──────────┘      └──────────┘
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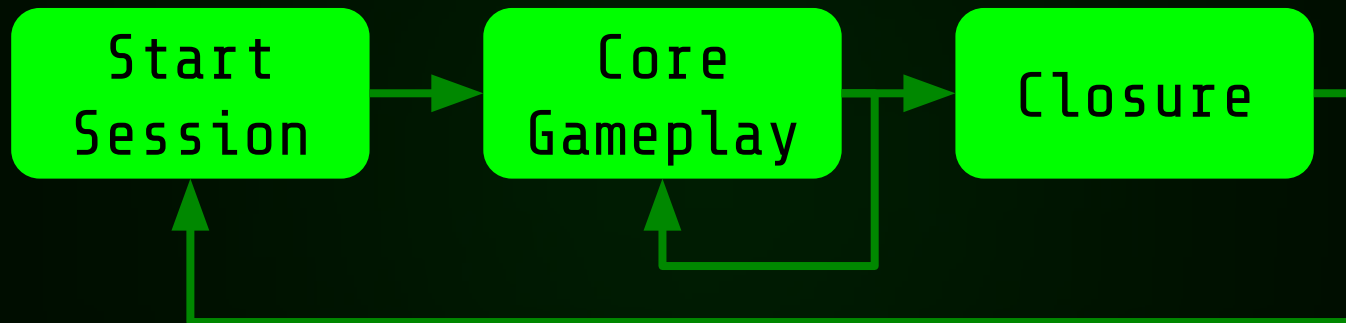
- Let's do a workshop
- Think of it as a nano-hackathon
- Collaborative Game Design Framework
- Output is a high level concept
- Capture the feeling of hacking
- It does not have to be a video game

- Small groups
- Iterations
- Creative constraints
- Tight time limit // 20 minutes per iteration
- Random theme and mechanic // Optional

Let's Jam