

Final Project Instructions

The Enigma is a tabletop game that is connected to minigames on computer and has AR design elements present. To play the game, both players have a deck of 38 cards from which they draw 5 in the beginning of the game.



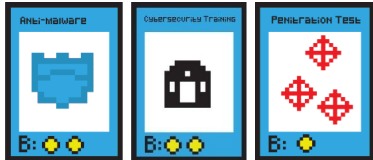
They sit on both sides of the board shown on the left. Each side has a row for 5 attack cards, a row for 5 defense cards, an AI card slot and a slot where they keep their money.

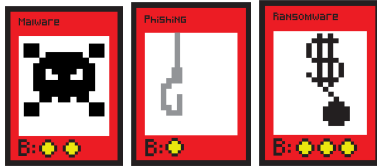
Players take turns, choosing 2 actions from the following list each time.

- positions a card on the board face down,
- Invests in a card
- initiates an attack by turning the card face up or
- draws a card

The money is the most important resource of the game. The goal for players is to bankrupt the opponent or make him lose all his attack-defense cards.

The cards are listed below - red cards are attack cards, blue marks defense, green money and purple is an AI card that gives special effects to either attack or defense cards on the deck. Those special effects will be discussed below.





Each defense card protects from a specific attack card (they are paired up in the picture above). If a player attacks opponent who does not have the corresponding defense card, he has to give money to the attacker. If the opponent has a defense card on table, the players go to a minigame that corresponds to the pair and they play it. Whoever loses the minigame has to pay the amount indicated on the bottom of the other player's card (each yellow dot represents \$1B). If there are two or more similar cards on the table of the player who won, their monetary value is added up, so if the player has more of the same cards on the table, he will win more money in a fight.

The AI card doubles the amount of yellow dots indicating money either on attack row or defense row.

There are 3 minigames:

Phishing is a simulation between an malicious individual and their victim which takes place over email. The attacker tries to convince the defender to trust an infected file.

1. The players start by entering their modifier. This determines the starting attacker and defender health points, and it also determines how many emails the attacker can change.
2. Then the attacker makes changes to emails. They could either choose to upload a malware to the file, or try phishing. Deciding to upload a malware will make the email more suspicious, but would cause the defender to lose immediately if they choose to trust it. The attacker could try building trust, and try phishing the defender, these changes are harder to spot, but they do less damage to the defender.
3. After the Attacker is finished modifying the emails, the defender then gets to play. The defender now has to sort through their email folder, choosing to either delete or trust the file. If they trust a malware, they lose immediately. Trusting a phishing attempt lowers their HP. If they trust a safe file, the attacker loses their HP.
4. The first player to hit zero hp loses.

Malware Anti Attack is a top-down game that can be represented two ways. In both, the "rooms" represent blocks of code in the larger motherboards; while moving using the arrow keys, you shoot the attacker using the left mouse button or switch weapons to use the knife.

1. You, the antivirus, entered an infected zone. The viruses, which are infecting each segment of code (each room). Upon seeing a breach in the antivirus (you), they rapidly attack.
2. You, the virus enter a heavily protected zone. Upon trying to breach, the antivirus team up rapidly and attack the virus.

HEX, you specify the row and column upon which you fill a space in the hex-shaped board. Continue until one person has connected both of their sides.

You are modeling a hacking paradigm where the antivirus and virus exactly counter each other's moves in order to get somewhere. In other words, you mirror your opponent's moves as does software to undo each other.

However, directly countering is just one paradigm of playing. You, as a virus could work your way around the antivirus blockade attempts by outsmarting a path through.