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Thread: [Creating a game Called Legacy](#)

ShadowByte - April 18, 2013, 5:35 pm

I'm creating a Multiplayer Browser based hacking simulation game. I've just completed the registration and login pages, and some of the game. I've been a bit busy lately and I'm looking for someone that wants to help me with it. The game itself is going to be neat. Most of the difficult shit is already over, and I'm just coding features now. The fun stuff lol. I also need to code the security part of it. XSS Filters, Sanitized Input, etc. If your willing to help me add me on skype.

Shadow.Byte

I'll probably re-due the game itself in jQuery, and Ajax.

The graphics are going to be shitty till later on when I have time.

English_Fire - April 18, 2013, 6:24 pm

I may or may not be able to help. I would like to if my time allows it.

If you're interested, I would at least like to write a few functions here and there to help out. I've had a lot of experience with making browser games, and I'm working on one right now, so maybe we can exchange ideas or something.

ShadowByte - April 19, 2013, 7:39 am

English_Fire, I have PM'd you. Thank you.

Yani, Not really but it has similar aspects.

For example,

Similarities: They are both Multiplayer, They both will have a forum community, You will be able to create and upload viruses

Differences: Mine is completely terminal based, My will require actual skill and Linux knowledge, Mine will have mini games like rooting web-servers, Mine will have different commands completely such as. ping, ssh, telnet, etc. This is how I thought the multiplayer would work. ping 132.45.32.65...

Pinging javaterminal.com [132.45.32.65] with 32 bytes of data:

Reply from 132.45.32.65: bytes=32 time=153ms TTL=51

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Ping statistics for 132.45.32.65:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 151ms, Maximum = 153ms, Average = 152ms

Host is Alive, ok. In your Software Directory you will have to wget nmap. Then you will have to use

nmap to port scan the host, and find if their ssh or other port is open. Then you will have to connect via SSH, brute force the user login and password. So it will be like, `ssh 132.45.32.65; brutus -c -ssh`

and wait however strong your software is against their protection say 20 seconds. Got the password boom. Ready to go.

Login and work your magic