

Forum:[Hack Forums](#)

Thread: [a person experienced with Unity and reverse engineering JavaScript/Unity web-based](#)

Frukt - August 25, 2021, 5:26 am

Hello Hackforums,

I'm looking for a person to reverse engineer an online web-based game built on Unity using JavaScript to run it.

I will not be posting the website in question but I will explain it briefly.

I want to be able to complete the game without actually completing it. You get a small reward after the completion of the game and I am looking for ways to manipulate the game.

It could be manipulating the tasks in the game, redirecting you to the end, Godmode etc.

I'll leave the more technical sides below that I got from a friend:

It's a web gl project

DOMAIN.COM/Build1.loader.js

The JavaScript code that the web page needs in order to load the Unity content.

DOMAIN.COM/Build1.framework.js

JavaScript runtime and plugins.

DOMAIN.COM/Build1.wasm

WebAssembly binary.

DOMAIN.COM/Build1.data

Asset data and Scenes

If you can complete this OR knows someone who can complete it, please PM me or add me on Discord

Discord: Business#8557

[contract=tid]Start Contract[/contract]

Digital - August 25, 2021, 8:40 am

Let me see what i can do, i've cheated on several unity games before.