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Thread: [Dumb ideas - Today edition.](#)

Mr. Robot - August 4, 2023, 2:43 am

Ok so hear me out.

Pokemon but instead you play as a FED going around catching hackers.

You walk around the map just like pokemon games - but instead you find the criminals inside houses rather than outside in the grass.

They have a chance to flee your encounter but instead of pokeballs you use handcuffs and throw them at the perp.

You use hackers you have caught to battle and track other hackers. Using your base of operations you have all your caught hackers using computers and alerting you to when they have identified the location of a high profile hacker you can go out into the world to track down.

Different Types of Hackers: Just as Pokemon has different types, your game could have different types of hackers, like malware experts, social engineers, encryption specialists, etc. Each type would have different abilities that could be used to track and catch other hackers.

Hacker Battles: Like Pokemon battles, your captured hackers could "battle" other hackers in hacking contests or fights. These could be turn-based strategy encounters where the player must choose the correct techniques or strategies to win.

Upgradeable Base: Your base of operations could be upgradeable. As you progress in the game, you could add more computers, increase your bandwidth, improve your firewalls, etc. to increase your chances of tracking and capturing more sophisticated hackers.

Training Hackers: Just like training Pokemon, you could train your hackers. As they gain experience, they could level up, learning new skills and abilities that can help in battles and investigations.

Storyline and Quests: The game could have a main storyline with a big boss hacker at the end that you have to capture. Along the way, you could have side quests where you have to solve smaller cyber crimes or assist in other investigations.

NPCs can give you information or insight into recent phishing scams etc.

As you catch hackers, you can acquire their wealth so depending on how good they were/what activity they were doing you get more as you progress.

As a government agent - you can only have a 'team' of a certain amount of hackers at one time so make sure you pick wisely. Otherwise you will have to send them to jail and pull out a different one to assist you.

Watch out for stations where you can call in hackers like pokeboxs - there might be a credit card skimmer on there.

>> Yeah anyway just like throwing dumb ideas to maybe inspire others.

DashPHP - August 4, 2023, 3:34 am

Generally speaking, sounds like a nice idea man.

Who's gonna implement it ?!

Riggs - August 4, 2023, 3:55 am

TEAM FBI BLASTING OFF AGAAAAAAAAAAAAAAAAAIN

Ezocain - August 4, 2023, 1:31 pm

I'll take this idea, put it in my notes, and let my subconscious work on it for a number of days or weeks, and one day when it pops back, I might take a crack at it.

How do you imagine it? Like Gameboy/DS version? First thing I imagine was Pokemon Go, but that's a bit of a stretch.

You could also take it from another point of view, where you're the cyber kingpin, and walk around finding malware you need to reverse engineer (by throwing a number of tools on them), and level up, getting access to more esoteric malware, and build your own bag of malware.

"You encountered a wild RATata!"

"You used Ghidra"

"The wild RATata used obfuscation"

Fresku - August 4, 2023, 1:34 pm

Seems like a reverse perspective of the game Watch Dogs, interesting..

Would play.