



# Talk: User Needs & Requirements

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# Project Overview

- Gamified Security Awareness for Developers Training Platform

**Brief Description:** There are many ways to learn about cybersecurity and secure coding practices. Our clients, Allstate Insurance Company, are aware of these various ways to learn but find them non-retentive. If only there was a fun video game which could make this learning process more manageable.



# User Needs

- Our objective is to create an engaging video game that seamlessly integrates learning with play.
- The game is structured to impart knowledge of OWASP (Open Worldwide Application Security Project) through interactive experiences.
- It will provide developers with practical secure coding practice, while equipping HR professionals with the tools to identify and recruit cybersecurity hires.



# Requirements

## **Functional Requirements**

- Interactive Scenarios
- Hands-on Coding Exercises
- Progress Tracking and Feedback

## **Resources Requirements**

- OWASP Cheat Sheets Integration
- Cloud-Based Infrastructure
- Agile Development Tools
- Game Manual

## **User Experience Requirements**

- Intuitive Navigation
- Adaptive Learning Paths
- Collaborative Features

## **Environmental Requirements**

- Accessibility Standards Compliance
- Energy-Efficient Operation
- Remote Accessibility



# Engineering Standards

- ISO/IEC 27001 - Information Security Management
- IEEE Standards for Software Development and Documentation:
- Agile Software Development Methodologies:



# Conclusions

- Guided by our client's specifications, we've successfully initiated the development of **CyEscape**.
- Our team is actively crafting the game's initial stages, utilizing Unity as our primary game development tool.
- CyEscape is designed to educate players incrementally, beginning with basic social engineering concepts and advancing to more complex technical challenges as they progress through the levels.



# Prototype Level Sketches

ML



ML

LAB

LOCKERS





Q & A