



Talk: Project Plan

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Project Overview

- Gamified Security Awareness for Developers Training Platform
- AllState Insurance Group is our Client & Dr. Thomas Daniels is our Advisor

Brief Description: There are many ways to learn about cybersecurity and secure coding practices. Our client is 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 🎮🦠🎮

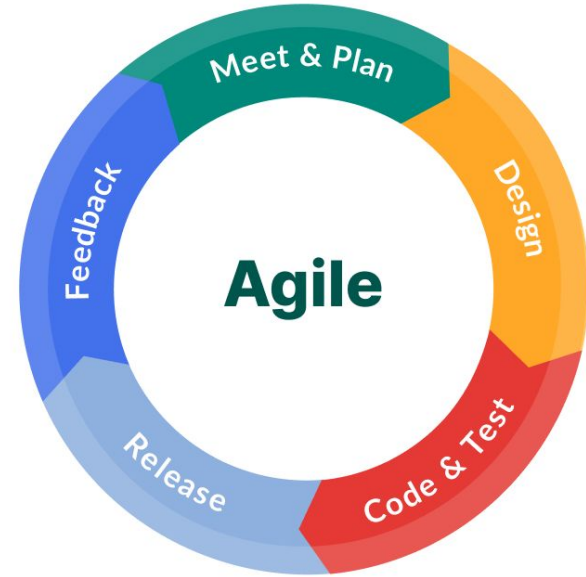
Problem Statement

- Critical gap in accessible, engaging cybersecurity education
- Traditional methods often fail to engage or educate on cybersecurity effectively
- "CyEscape" uses narrative gameplay to make cyber security concepts engaging
- Aims to boost cybersecurity literacy and promote a secure digital landscape



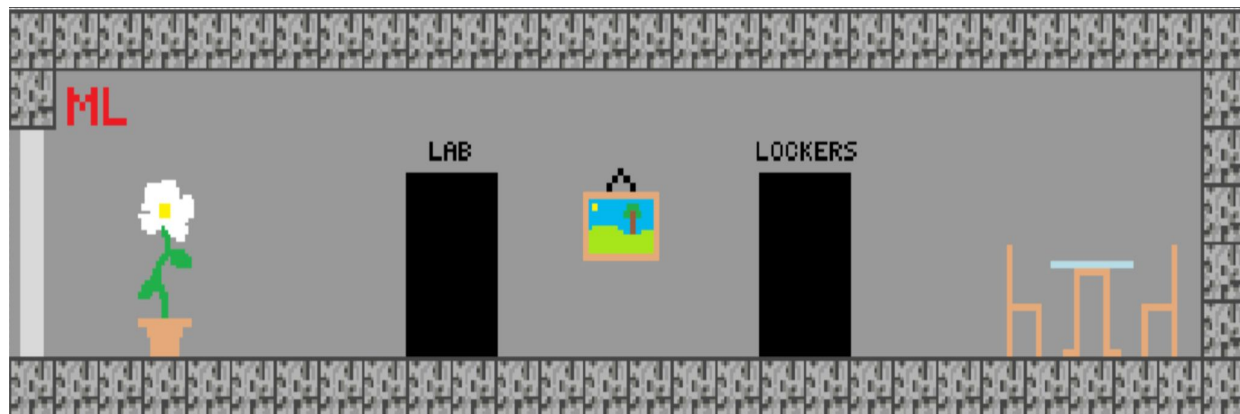
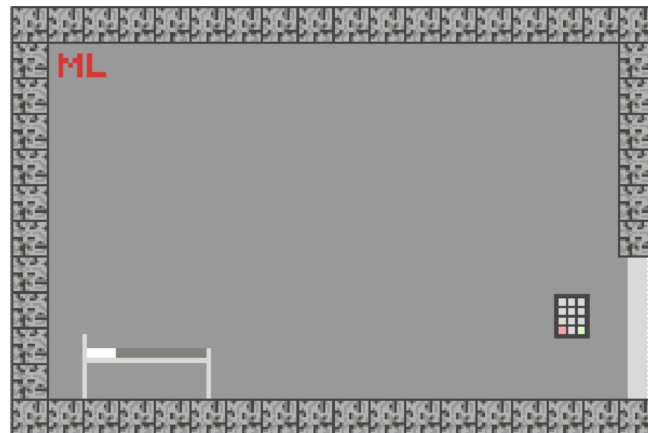
Project Management Style

- Agile will be our primary management approach this year, leveraging its flexibility
 - This method suits our project exceptionally well due to the continual cycle of development required
- Client & User Feedback is paramount for our team, as our aim is to create a product that is both enjoyable and captivating for the user



Task Decomposition

- Game Design Frontend (Unity Game Engine)
- Game Design Backend (Unity Game Engine)
- Game Aesthetics
- Game Narrative
- 7 Stages




Key Milestones, Metrics, And Evaluation Criteria

Milestones

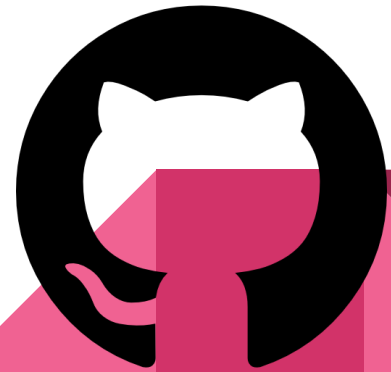
- Having the first and second levels ready for playtesting to validate our concept by end of the Spring Semester. Additionally, we aim to develop a compelling narrative to enrich the gameplay and engage users more deeply

Metrics & Criteria

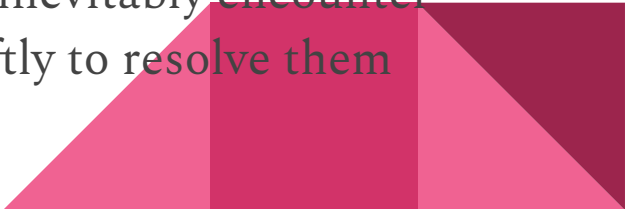
- Utilize the timeline documentation provided by our client to gauge our accomplishments and outline the project timeline
 - To ensure quality work, we can conduct code reviews and present demos to the client on a particular application feature over the Agile Sprint
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Key Risks And Risk Mitigation Strategies

- Overwriting each other's progress, and adapting to each other's coding styles may present a obstacle
- Cleverly containing exploits in the application and ensure the user cannot use it for bad purposes
- Overly ambitious project scope poses a risk
- Soliciting user feedback on the game's enjoyment.



Conclusions

- If we adhere to our schedule and utilize Agile Methodologies with a combination of GitHub, maintaining open communication among ourselves and with our client, achieving our goals should be within reach!
 - Examining our competition will also be beneficial as we explore introducing new features to the game and implementing cyber skills in an interactive manner. It's important to learn from both their mistakes and their successes
 - In the development and testing phases, video games inevitably encounter issues and bugs, and it's crucial that we respond swiftly to resolve them
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Q & A