⚡ Talk: Project Plan

Brayden L, Caleb L, Charan G, Charles M, Derek L, Parker S

Project Overview

- Gamified Security Awareness for Developers Training Platform

- Client: AllState Insurance Group | Advisor: Dr. Thomas Daniels

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

- Our game "CyEscape" uses narrative gameplay to make security concepts engaging

- Aims to boost cybersecurity literacy and promote a secure digital landscape
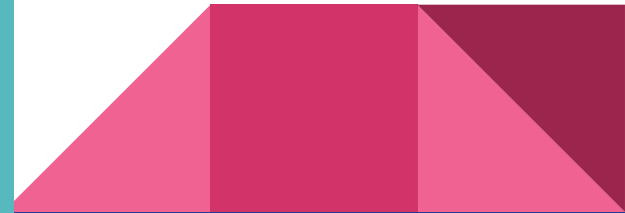
Idea Generation Process

- Individual Brainstorming

    - Shared document brainstorming. 👍🏽 Ideas.

- Team Discussion

    - Selecting a grand concept and incorporating our

      individual-unique ideas into it.

- Team Discussion

    - Iterate and progress to next phase or

      re-implement previous solution as needed.
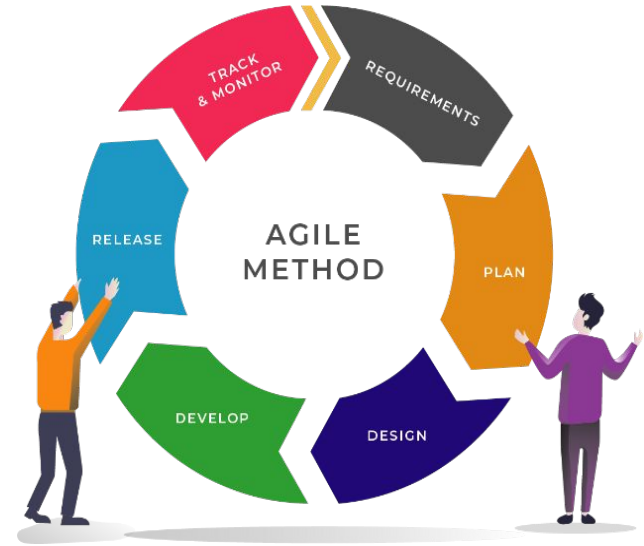
Game Ideas:

1. Pokemon-Esque Theme
2. Pixel Sprites (Mario?)
3. Revenge Quest + Stages
4. 3D-Modeling Game
5. Maze/Trapped
6. 2D Quest Game
7. RPG

Main Solution: Level Progression

- Individual Brainstorming Cyber Security

  Concepts & "CyEscape" Storyline

- Level Flow & Progression

- Client Feedback

Level 1: "The Awakening"
- The protagonist awakens in a dimly lit room, diso
  Surrounded by cold, metallic walls with an emble
- The only exit is a door secured by a keypad demar
- Basic terminal commands link to a piece of scatte
  - Conditionally setting up the level so the h
    upon or tampered with.
- **Goal: Introduction To The Terminal & Game**

Level 2: "Hallway Encounter"
- Venturing through the halls, the protagonist eave

Market Research

Hack The Box

- Leader in gamified cybersecurity challenges
- Supports individuals, Businesses, and Universities
- Has a large library of challenges and tasks
- Have seasonal competitions for users to compete

PicoCTF

- Online Capture The Flag
- Real world scenarios
- Participates use problem-solving skills and technical knowledge to find solutions

CYBERSTART
AMERICA

Conclusions

- Traditional cybersecurity training lacks engagement.

- Our game"CyEscape" revitalizes training with an exciting storyline and game mechanics.

- Employed collaborative brainstorming and Agile methodologies for iterative development.

- Conducted market research on Hack the Box, CTF.

Q & A