⚡ Talk: Design Check-In

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Project Overview

- <mark>Gamified Security Awareness for Developers Training Platform</mark>

- 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
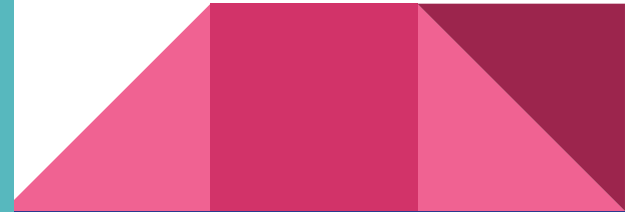
Detailed Design & Visuals

Systems and Subsystems of CyEscape
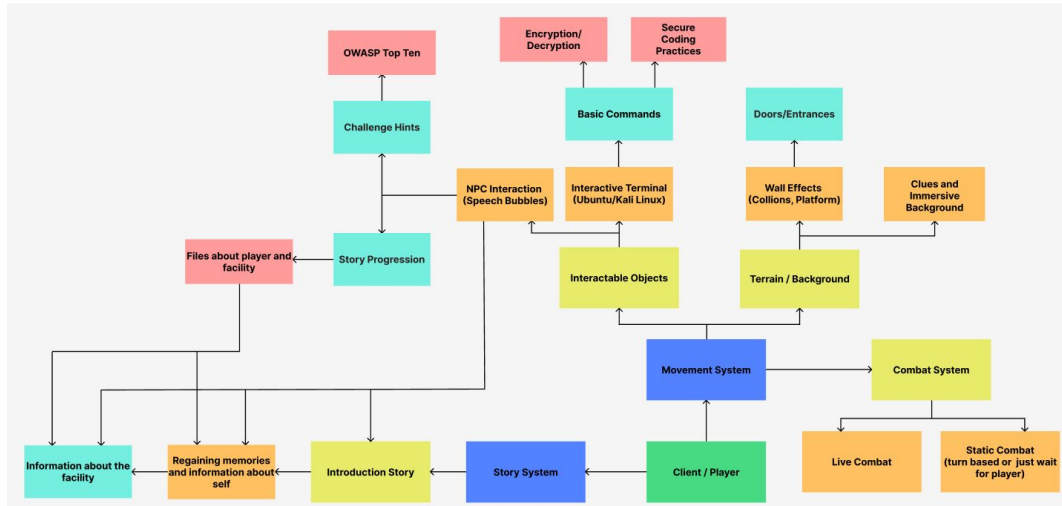
- Two Main Systems
- Movement System
  - Interactable Objects
 - Terrain/Background
  - Combat System
- Story System

- Unity is our Game engine of choice

- Has great integrated tools for game design

- Has a lot of free assets for use

Artifacts

Human

- **Top 3 Users Of "CyEscape"**
    - Software Developer Dave
    - HR Manager Steve
    - Professional Gamer Lewis
- **Market Research**
    - Evaluating the user engagement and cyber challenges in other platforms (CyberStart, PicoCTF, HackTheBox, etc.)
- **Improvements**
    - Level progression in the game is subtle and does not overwhelm user
    - Develop an environment that fits narrative and is easy to navigate

| Begins To Play "CyEscape" | Completes Level 4 (Progressing) | Completes Level 8 (FINAL) |
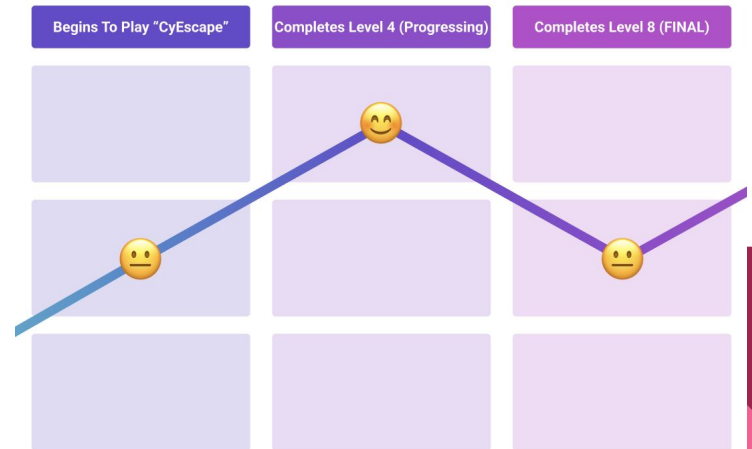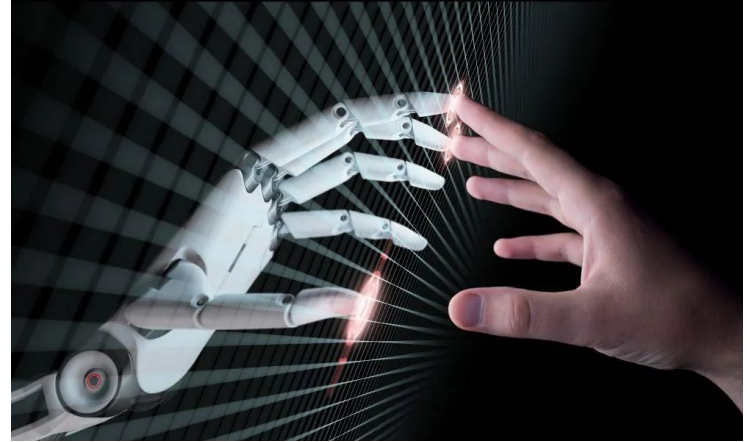
Economic

CyEscape sets itself apart from other cybersecurity learning platforms by emphasizing the gaming aspect, creating an engaging and enjoyable learning experience. While our game stands out as a unique approach, it's important to recognize that learning preferences vary. Our solution might be more effective for some, while others may still favor different learning platforms.
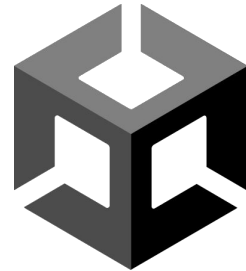
Technical

Externals

- No one on the team has direct experience in this area
- No budget has been made for this area of our project
- We are making the story for the game from scratch

- 2D sprite game that has to implement a working terminal
- Semi functional computer machines that host basic internet capabilities
- Keep track of the inventory and the progress the play has made
- Level background/terrain

Q & A