⚡ Talk: Ethics

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Project Overview

- Gamified Security Awareness for Developers Training Platform
- Client: AllState Insurance Group | Advisor: Dr. Thomas Daniels

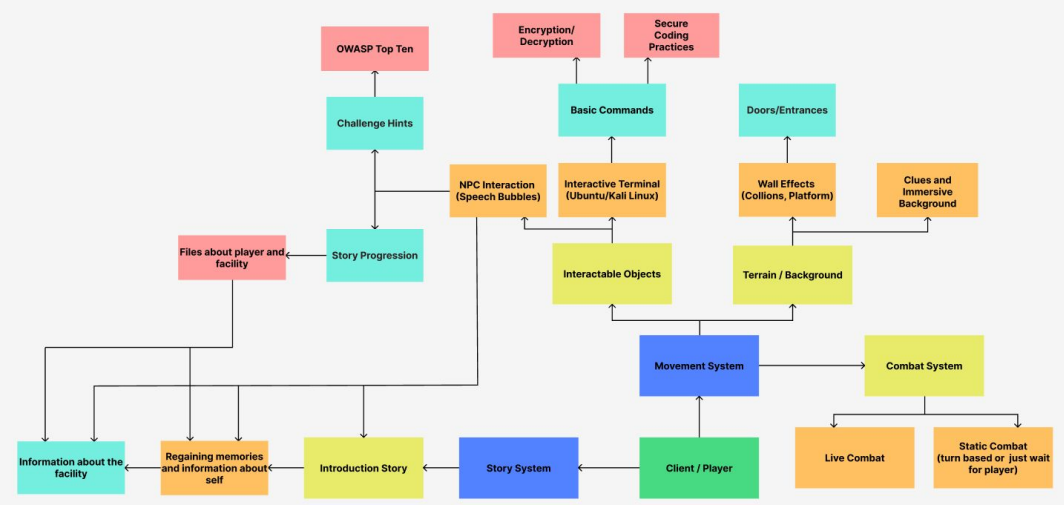
Brief Description: There are many ways to learn about cybersecurity and secure coding practices. Our client is aware of these various ways to learn but find them **non-retentive**. If only there was a fun video game which could make this learning process more manageable 🎮👾🕹️

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

Detailed Design & Visuals

Systems and Subsystems of CyEscape



- Two Main Systems
- Movement System
  - Interactable Objects
  - Terrain/Background
  - Combat System
- Story System

Unity

- Unity is our Game engine of choice
- Has great integrated tools for game design
- Has a lot of free assets for use

IDEAL ✅ - Leadership

Relevance To Project

- We implement a dual-level team pairing strategy with our last pair specifically focused on scripting and saving game progress.

- With many sub-groups it can be difficult to manage leadership, so we employ group discussions, thorough documentation, and check-ins to navigate complex project facets.

- Our team has a Project Organizer position.

Team Approach

- Our team organizer keeps us on track through consistent group discussions and regularly inquires about the resources we need to succeed.
- If anyone is struggling, we as a group tend to assist them and consider re-designating roles
- Our game development resource, Sebastian, has been invaluable in providing insights about Unity.

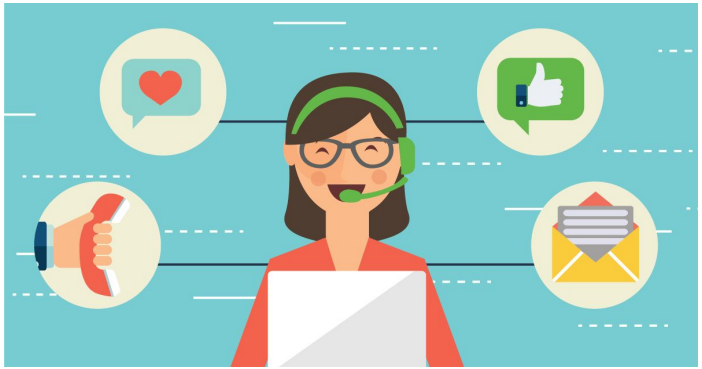
Why Our Approach Upholds Ethics?

- Uphold honesty and accuracy in the representation of cybersecurity principles and practices
- Regularly assess the game's effectiveness in promoting ethical cybersecurity practices
- Ensure that the game aligns with the principles and guidelines outlined by OWASP
- Ensure that the game content respects the dignity and professionalism of cybersecurity professionals

IDEALS ❌ - Service

Relevance To Project

- We are dedicated to serving our client and primary audience of software developers.
- Our game varies in complexity, ranging from basic terminal challenges to high-level exploits, designed to cater to all skill levels.
- We plan to make our application publicly accessible by the end of Fall 2024.



Team Approach

- Our team is dedicated to serving our clients. We maintain open lines and communication of and provide updates on our project's progress through weekly meetings.

- Our progress-based weekly meetings have faced difficulties due to the high frequency of meetings and the busy schedules. This has sometimes led to conflicts, causing some members to miss important client meetings.

How Will We Change Our Approach?

- Implement flexible meeting schedules that accommodate the busy schedules of team members

- Regularly evaluate the effectiveness of the current meeting structure and identify opportunities for improvement

- Review and adjust meeting frequency to ensure compliance with client expectations and project timelines

- Encourage accountability among team members by setting clear expectations for attendance and participation in meetings

Project Concerns

Potential Ethical Issues With Project

- It's crucial to ensure that user data, including personal information and performance metrics, is securely handled to prevent privacy violations.

- The platform must avoid inadvertently favoring certain types of users over others, which could lead to biased outcomes in tech recruiting.

Q & A