

EE/CprE/SE 491 WEEKLY REPORT 2

02.07.24 - 02.013.24

Group Number: 07

Project Title: Gamified Security Awareness

Advisor: Thomas Daniels | **Client:** Sudesh Kannan

Team Members/Role:

Charan Gurramkonda - Team Organizer + Primary Communication

Charles Millar - Testing/Developing

Caleb Lemmons - Information Application Lead

Parker Schmitz - Technical Lead

Brayden Lamb - Design/Visual Lead

Derek Lengemann - Testing/Developing

● **Weekly Summary**

Our team consolidated all our ideas into the 'Generate Story Document' and held a discussion to determine which game concept to pursue. After deliberation, we agreed upon a game titled 'CyEscape,' which revolves around a human test subject awakening in a facility and navigating through cyber challenges, culminating in a surprising plot twist that we are keeping under wraps for now. Additionally, we met with our advisor to begin compiling our progress Gantt chart and final game documentation. We anticipate delving into technical inquiries and related matters in approximately two weeks.'

● **Past week accomplishments**

- **Charan Gurramkonda:** My game, 'CyEscape,' was selected from the proposed ideas. I incorporated everyone's feedback to create a 'Final Game Idea' document outlining the game mechanics, storyline, and associated challenges of 'CyEscape.' For this section, we agreed that each team member would interpret the information independently before reconvening on Tuesday. Therefore, I provided a detailed description of my vision for the game and documentation for five example stages.
- **Charles Millar:** Now that our group has decided on a final game concept, we hope to combine each group members' individual ideas of what the game will entail. Consolidation of our ideas for what the game will be is essential for every group

member to be on the same page. This week we all contributed to a final game design document where each group member shared their vision for the chosen game, 'CybEscape'. My vision was mainly focused on game mechanics such as: how will the game character move?, can he jump?, interaction/attack buttons, and rooms within the game being loaded individually.

- **Caleb L:** This week we concluded our initial story design and began brainstorming mock-level designs. With the foundation of our story set, our group took this next week to brainstorm game mechanics and level ideas. The plan for the next meeting is to vote on and combine the best ideas from everyone. From there, we can further build and refine our story and game design.
- **Brayden Lamb:** This week, I came up with a few ideas for the overall story of our game and wrote out what I thought would be cool. We then met as a team and chose the game idea we all liked the most. I focused on how we might want to make the game and coming up with a few content ideas to add to the idea. I didn't get to do as much as I wanted because of career fair and interviews/applying for internships and jobs.
- **Derek Lengemann:** Over the course of this week we as a team decided on baseline story for our gamified cybersecurity training. With this foundation for our game we are able to continue development by brainstorming various game mechanics and ideas to ensure that our game is fun and educational. From this point on, our plan is to plan out more specific game mechanics and ideas at our next meeting.
- **Parker Schmitz:** We've compiled our ideas for the game into a single document and fleshed out some of the ideas more. A narrative for the game has been established and some controls and mechanics have been elaborated on. With progress made on these, I have high hopes for our progress on the project.
- **Pending issues**
 - **Charan Gurrankonda:** There have been no pending issues on my side. Everything at the moment has been going smoothly. My only genuine concern is not getting the chance to meet with our advisor sooner, but that problem was solved Tuesday morning, so I am happy with our team's progress.
 - **Charles Millar:** I do not have any pending issues with the project so far.
 - **Caleb L:** So far there have been no pending issues to speak of.

- **Parker Schmitz:** We will need to select a game engine/tools to use, but we still have time to decide that. Otherwise, we are on track for our timeline.
- **Brayden Lamb:** I have had no issues so far.
- **Derek Lengemann:** There have been no pending issues so far.

Individual contributions

NAME	Individual Contributions	Hours This Week	HOURS Cumulative
Charan G.	- Writing out final game narrative and involved challenges - Brainstorming about what CYB E concepts we should implement and how to in specific stages. - Setting up a meeting with Dr. Daniels (Our Advisor)	4	12
Charles M.	- Brainstorming game mechanics - Room reservations for team meetings	3	11
Caleb L.	- Continuing to brainstorm game mechanics and storyline ideas - Continuing to review OWASP cheat sheets to find ways to implement its information	3	11
Parker S.	- Contributing game design ideas to the design document	3	9
Brayden L.	- Games story brainstorming - Watching a few more videos on Unity - Adding ideas to the chosen story/plot of game	4	14
Derek L.	-Brainstorming of game mechanics and ideas - Thinking of challenges that are both engaging and educational -Reviewing OWASP	5	13

- **Plans for the upcoming week (02.14 - 02.21)**

- **Charan Gurramkonda:** In this and some of next week, I hope to stay in touch with our advisor and client, show them our final game idea, and tweak our documentation if necessary before moving onto the technical material.
- **Charles Millar:** Once our entire group agrees on a vision for the final game design, I hope to be able to set up a meeting with our client to pitch the idea. Getting feedback from the client will be essential for further development. Ethan and Dr. K may have ideas which our group did not think of or maybe even an entirely different vision for the game.
- **Caleb L:** The plan for this week is to continue building our story and start to finalize our plan for the game mechanics(2D vs 3D,Third Person vs First Person,

etc.). We also plan to run the ideas by our advisor and client for feedback going forward.

- **Parker Schmitz:** As part of our plan to “finalize” our game design document, I will be fleshing out more mechanics and adding diagrams to better demonstrate mechanics and scenarios in the game.
- **Brayden Lamb:** The plan is to finalize the story/plot of the game and then start working on what platform we want to work on. Also, to get ready to propose our story/plot and ideas to our client and advisor. Take feedback from them and make changes if needed.
- **Derek L:** The current plan is to have decided on the plot for the game and then to decide a platform. We will propose our ideas to the client and the advisor, ensuring they are okay with our designs before we move forward with our project.
- **Summary of weekly advisor meeting**
Brayden and Charan had the group's first meeting with our advisor. We went over what we had done so far and what our plan was going forward. Our advisor gave us some ideas and gave us some tips on how to approach this semester with the team. He told us to look into CWE's for ideas/examples we could put into our game.