

Progress Evaluation: Milestone 2

Project: Cool Cyber Games: Interactive Platform for Teaching Cybersecurity

Team Members:

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Client: Sneha Sudhakaran | College of Engineering and Science: Department of Electrical Engineering and Computer Science

Progress of current Milestone (progress matrix)

Task	Completion %	Anthony	Matthew	Brice	Ben	To Do:
Research, plan, and begin implementing more game development ideas	100%	25%	25%	25%	25%	-

Create a survey and gather user feedback	75%	25%	50%	0%	0%	Send out to more people and compile results
Implement, test, improve & demo: <i>Game 1(Malware Maze)</i>	80%	10%	70%	0%	0%	Finish prettifying (add transitions and sound effects)

Discussion of each accomplished task (and obstacles) for the current Milestone:

- Research, Plan, and Begin Implementing More Game Development Ideas:
 - The team brainstormed additional cybersecurity game ideas, focusing on engaging mechanics that effectively teach security concepts.
 - The main challenge was ensuring that the games were both educational and entertaining without overwhelming the player with information.
- Create a Survey and Gather User Feedback:
 - A survey was created and distributed to gather feedback on the website and "Malware Maze."
 - Challenges included acquiring permission first, which halted our distribution efforts.
- Implement, Test, Improve & Demo: Game 1 (Malware Maze):
 - The game was improved based on feedback, with better UI/UX, enhanced challenge scenarios, and educational components.

- Obstacles included refining the learning UI for better information delivery and ensuring smooth gameplay transitions.

Discussion of contribution of each team member to the current Milestone:

- *Matthew Goembel*: Created a survey for feedback on the website and "Malware Maze". Developed more game concepts and ideas. Started Milestone presentation, made improvements to the Malware Maze game from gathered feedback.
- *Anthony Clayton*: Interviewed six people and got feedback for "Malware Maze". Made more Backend Improvements, brainstorm, plan, and begin implementing game ideas.
- *Ludendorf Brice*: Researched topics and gathered materials for teach the basics of binary exploitation. Created small demo in python with idea of interactive x86 simulator
- *Ben Allerton*: Researched game topics for web security. Main obstacle was finding an entry level topic that would cater to people from different backgrounds.

Plan for the next Milestone (2)

Task	Anthony	Matthew	Brice	Ben
Enhance website UI further	X	X	-	-
Develop APIs for the first game	X	X	-	-

Distribute and collect survey results	X	X	X	X
Implement Test Demo Game 2	X	-	-	-
Implement Test Demo Game 3	-	-	X	-
Implement Test Demo Game 4	-	-	-	X

Discussion of each planned task for the next Milestone (2)

- Complete Website Development: Finalize the website structure and enhance usability based on collected feedback.
- Develop APIs for the First Game: Implement backend services to support the "Malware Maze" game, ensuring smooth gameplay.
- Distribute and collect survey results: Use the results from the survey we send out to improve our games, website, and other content we create to best cater to the users.
- Begin Implementation of Games 2, 3, and 4: Start development on additional cybersecurity games, focusing on different security topics.

Date(s) of meeting(s) with Client during the current milestone:

- *See Faculty Advisor Date(s) of meeting(s) below*

Client feedback on the current milestone

See Faculty Advisor Feedback below

Date(s) of meeting(s) with Faculty Advisor during the current milestone: ...

- 2/26: Evaluated team dynamics and restructured accordingly.
- 3/5: Discussed research for next game topics and evaluated feedback on the current game.
- 3/12: Narrowed the scope for next game topics and made decisions regarding development.
- 3/24: Went over deliverables for milestone 2 and discussed the next steps for milestone 3.

Faculty Advisor feedback on each task for the current Milestone

- Task 1: Continue developing game concept ideas and researching cybersecurity concepts that will tie in
- Task 2: Modify the survey to be more general
- Task 3: Start developing implementation details for each of the researched game ideas
- Task 4: Add the disclaimer protection to the survey