# COOL CYBER GAMES

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# Milestone 4 Completed Tasks

# Tasks Overview

**Finish game: Master the Password**

**Finish Game: File Detective**

**Finish game: Web Quest**

**Backend connections + Website Additions**

**New Game Plan and Development Start**

# Progress Summary

| Task | Complete | Anthony | Matthew | Ben | Brice | To do |
|------|----------|---------|---------|-----|-------|-------|
| Implement, test & demo two *new levels for Game: Master the Password* | 80% | 100% | 0% | 0% | 0% | Finish adding more NPCs, dialogues, and chests |
| Implement, test & demo *Game: File Detective* | 60% | 0% | 0% | 100% | | Finish game logic, finish game mechanics , polish, test |
| Implement, test & demo *Game: Web Quest* | 40% | 0% | 100% | 0% | 0% | Finish game logic, finish game mechanics , polish, test |
| Implement & test Backend→Frontend Game connection for Malware Maze | 90% | 10% | 90% | 0% | 0% | Implement & test Backend→Frontend Game connection for Malware Maze |
| Implement, test & demo Frontend user dashboard and leaderboard | 90% | 0% | 100% | 0% | 0% | Implement, test & demo Frontend user dashboard and leaderboard |
| Plan, Design & Start execution: *New Game: AI Annihilator* | 100% | 0% | 100% | 0% | 0% | Start the execution and development stage Create physical game view, logic and mechanics Connect game statistics to backend and test |

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# Milestone 4 Task Discussion

# Master the Password

- Created two new unique areas to explore

- Created new indoor areas

- Created new NPC dialogues

- Still adding chests and NPCs to the two new areas

# File Detective

- Added Intro Section

- Added How to play option

- Removed Scan with DB, making game too easy

- added progress bar above question

- Shield mascot added to intro

# Web Quest

- Developed new assets

- Developed start game UI as well as interactive quiz panels

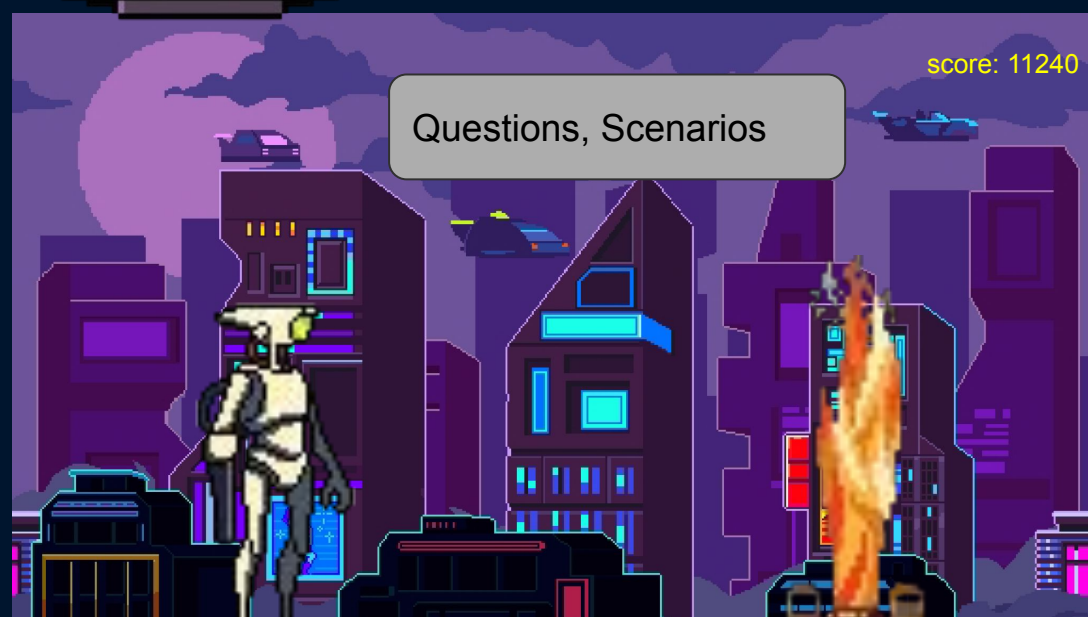- Developed 4 levels (level 4 in progress) designed to be a fun experience for the player

# New Game - *AI Safety*

- Learn AI safety by battling a "hacker-bot." Each encounter: a teach moment → scenario → multiple-choice decision. Good choices "hit" the boss, awards points/power-ups; wrong choices give punishments(lost points, re-learn).

- Learning goals:

  - What info never to share with AIs (PII, secrets, company IP)
  - Spotting sensitive information prompt, response 'hallucinations'
  - Understand how their information can be taken and used
  - Safer prompting habits



score: 11240

Questions, Scenarios

score: 543

Challenges, Tasks

score: 1110

Teach, Learn, Appy

# Backend Connections

■ Added secure REST endpoints for scores, achievements, and progress



- app.post('/api/score', isAuthed, async (req, res) => {
- app.post('/api/achievement/unlock', isAuthed, async (req, res) => {
- app.get('/api/leaderboard', async (req, res) => {
- app.get('/api/me', isAuthed, async (req, res) => {

■ Normalized mongo data models (Users, GameResults, Achievements)

- /models/GameResult.js
- /models/User.js
- /models/Achievement.js

■ Wired from games → backend → dashboard/leaderboard

- On_Complete→ req = HTTPRequest.new()--> req.request("api/score/…
- fetch('/api/score', {
- fetch('/api/achievement/unlock', {

■ Session-based auth (Google OAuth) and server-side validation

# User dashboard and leaderboard

What's new?!

- Dashboard: shows total points, completed game stats, locked/unlocked badges, and progress bars

- Leaderboard: global ranking by total player points

- Game pages: connected to backend

- Performance: fast fetches, client-side caching

# User dashboard

# User Leaderboard

## Global Leaderboard

Climb the ranks by solving challenges, completing games, and mastering cybersecurity skills.

| [2] Anthony | [1] Matthew Goe... | [3] Nahir Santies... |
|:---:|:---:|:---:|
| 0 XP | 900 XP | 0 XP |

| Rank | Player | Score | Games Completed |
|:---:|:---:|:---:|:---:|
| [1] | Matthew Goembel | 900 | 1 |
| [2] | Anthony | 0 | 0 |
| [3] | Nahir Santiesteban | 0 | 0 |
| [4] | Anthony Clayton | 0 | 0 |
| [5] | Anthony Clayton | 0 | 0 |
| [6] | Holly Wilson | 0 | 0 |
| [7] | Michael McKinley | 0 | 0 |
| [8] | Cirenio Sanchez | 0 | 0 |
| [9] | Patrick G | 0 | 0 |
| [10] | Maria Linkins-Nielsen | 0 | 0 |
| [11] | Matthew Goembel | 0 | 0 |

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# Demos

Website ➡ *https://coolcybergames.com*

Master the Password Demo ➡ *https://youtu.be/jWoGV1jN17U*

Web Quest Demo ➡ *https://youtube.com/live/gSUHSt2-5VQ*

# Master the Password New Areas

# Milestone 5 Tasks

| Task | Anthony | Matthew | Brice | Ben |
|---|---|---|---|---|
| Make Poster | 25% | 25% | 25% | 25% |
| Finish game: Master the password w/ backend & website sync | 100% | - | - | - |
| Finish game: File Detective w/ backend & website sync | - | - | 100% | - |
| Finish game: Web Quest w/ backend & website sync | - | - | - | 100% |
| Enhance to dashboard, leaderboard, games, and profile tabs | - | 100% | - | - |
| Finish game:  AI Safety w/ backend & website sync | - | 100% | - | - |

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# Milestone 5 Task Discussion

# Task Discussion

- **Make Poster**

- **Finish Master the password w/ backend & website sync**

- **Finish File Detective w/ backend & website sync**

- **Finish Web Quest w/ backend & website sync**

- **Fix + Enhance to dashboard, leaderboard, game, and profile screens**
  - Improve visuals (badges, progress bars), Ensure dashboard/leaderboard are fully synced with all current games.

- **Finish Ai Safety w/ backend & website sync**
  - Build out full game logic (encounters, scenarios, multiple-choice challenges), Connect scoring and achievement unlocks to backend, Test dashboard/leaderboard integration to confirm new game data flows correctly.

# Thank you!

Any Questions or Suggestions?