

Progress Evaluation: Milestone 5

Project: Cool Cyber Games: Interactive Platform for Teaching Cybersecurity

Team Members:

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Faculty Advisor: Sneha Sudhakaran, ssudhakaran@fit.edu

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:
1) Make Poster	100%	25%	25%	25%	25%	Prettify and enhance formatting.

2) Finish game: Master the Password w/ backend & website sync	100%	100%	0%	0%	0%	
3) Finish game: File Detective w/ backend & website sync	80%	0%	0%	100%	0%	
4) Finish game: Web Quest w/ backend & website sync	80%	0%	0%	0%	100%	
5) Enhance to dashboard, leaderboard, games, and profile tabs	90%	0%	100%	0%	0%	More prettificatio n and enhancemen ts we think of.
6) Finish game: Human Hacker w/ backend & website sync	50%	0%	100%	0%	0%	Finish rest of game, and integrate in with website and backend.

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

- **Task 1:** Creating a poster for our website was challenging due to the amount of info that we could put on it. Games are more about playing than displaying, so we had to find a creative way to showcase our games and website on a poster.
- **Task 2:** Added 8 new locations to explore; map design consumed a significant amount of time. Added custom background music, created my own music to use for the game was challenging but worthwhile. Added two more password challenges, medium and hard difficulty. Added a final challenge to complete and win the game; this took some extra coding to the NPC and password game scripts. Added a scoring system into the game that uses a math equation on the password's time to brute force to be able to award a fair score to the user that aligns with the other game score ranges.
- **Task 3:** Finished basic game development. Redevelopment of the UI and logic flow to streamline understanding of the concept.
- **Task 4:** Finished basic game development. Have proof of concept for backend/websync. The primary obstacle was creating an effective interaction between the player and the enemies. Redevelopment of the quiz to streamline understanding of the concept.
- **Task 5:** Made some UI/UX changes and added some hover confirmations and game
- **Task 6:** All UI and assets are completed, just need to implement and code in the game logic and learning details. Also need to connect the score and achievements to the backend and website.

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

- **Matthew Goemba:** Enhanced user dashboard, leaderboard. Development of the last game (Human Hacker), led Poster Design

- **Anthony Clayton:** Finished Master the Password game by creating music for the game, adding two more password challenges, making all buildings enterable, and adding game scoring that syncs to leaderboards. Contributed to Poster and Design
- **Ludendorf Brice:** Finished basic game concept and added enhancements.
- **Ben Allerton:** Finished basic game concept, added menus and music to enhance understanding and make the game more immersive

Plan for the next Milestone (6)

Task	Anthony	Matthew	Ben	Brice
Finish Polishing Poster	25%	25%	25%	25%
User and/or Developer Manual	25%	25%	25%	25%
Make Demo Video	25%	25%	25%	25%
Final game Touches/Polish	25%	25%	25%	25%
Finish FinalGame (Human Hacker)	0%	100%	0%	0%
Future Directions	25%	25%	25%	25%

Task 1: Finish Polishing Poster

- Get feedback from the faculty advisor and adjust the poster as requested.

Task 2: User and/or Developer Manual

- Create a user manual for the website that includes information about each game, as well as leaderboards and account login. Create a developer manual in case a future team takes over and wants to expand on the game library.

Task 3: Make Demo Video

- Create a video showcasing all the games on the website and explaining what potential players can expect to learn.

Task 4: Final game Touches/Polish

- Web Quest: Redesign NPCs who give information; Make them more visible and move placement to help player understanding. Create a boss level to test player understanding with no hints. Add summary pages after each level to help the player grasp the concept of that level.

Task 5: Finish FinalGame (Human Hacker)

- Complete game logic and flow if time allows. The UI is already enhanced; we just need to simplify the learning concepts to make them easily understandable while still meeting the learning requirements.

Task 6: Future Directions

- Incorporate any feedback we get from the advisor and Dr. Chan from the previous Milestone into Milestone 6.

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

- *See Faculty Advisor Date(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: ...

- 10/8/25
- 10/23/25
- 9/24/25

Faculty Advisor feedback on each task for the current Milestone

Games: Pleased with creative direction and polish; requested more simplicity for users and enhancements to UI and UX in the games.

Website: Satisfied that the dashboard and leaderboard are now fully connected

1. Task 1: Satisfied with current progress
2. Task 2: Satisfied with current progress
3. Task 3: Satisfied with current progress
4. Task 4: Satisfied with current progress
5. Task 5: Satisfied with current progress