

COOL CYBER GAMES

A large, stylized logo in the background. It features a dark blue silhouette of a person wearing a hood, with two light blue squares for eyes. Below the hood is a large, light blue letter 'C'. On either side of the 'C' are two hands with thumbs up, also in light blue. The entire logo is set against a dark blue background with a pattern of small, lighter blue dots.

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Milestone 6 Completed Tasks

Progress Summary

Task	Complete %	Anthony	Matthew	Ben	Brice
Polished Poster	100%	25%	25%	25%	25%
User and/or Developer Manual	100%	5%	5%	85%	5%
Demo Video	100%	0%	100%	0%	0%
Games Polished	100%	25%	25%	25%	25%
Finish Final Game (Phishing Factory)	90%	0%	100%	0%	0%
Future Directions	100%	25%	25%	25%	25%



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Milestone Task Discussion



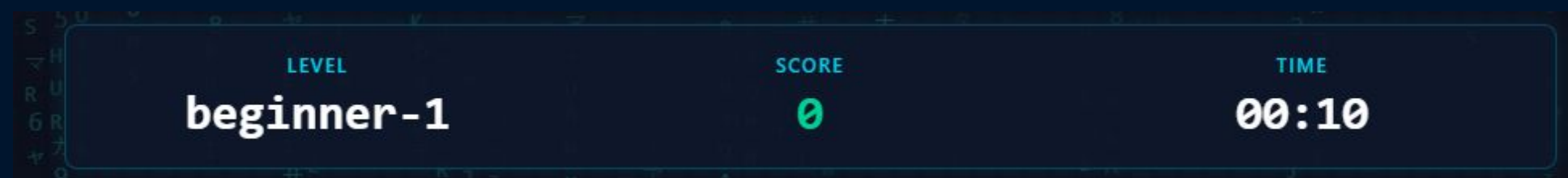
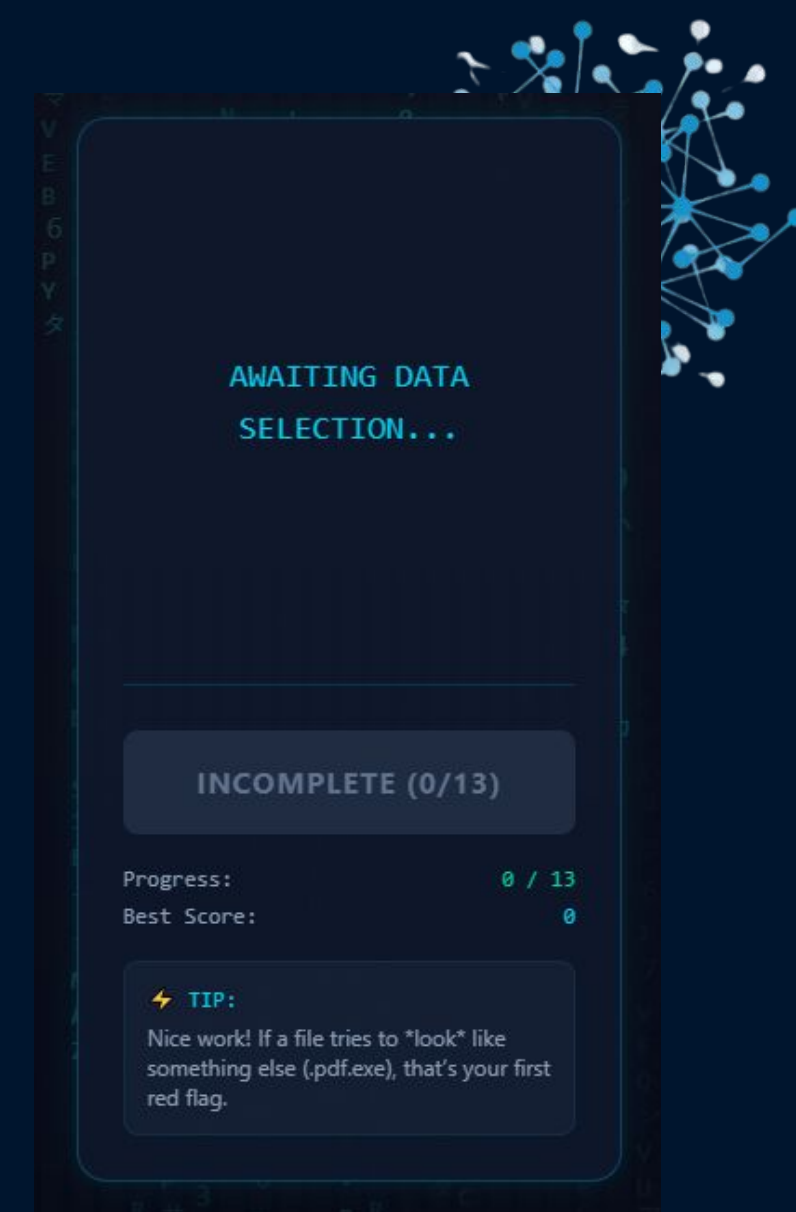
Master the Password

- Polished User Interface
- Polished Level Design
- Fixed Reported Bugs



File Detective

- Finished menu, and added options to toggle certain effects
- Added a spotlight tutorial for the page with mascot
- added timer to test personal time in identifying them.





Web Quest

- Add volume slider and summary pages for user instruction
- Tweaked quizzes and npc dialogue to match summary page requests
- Worked on backend/sync for leaderboard and chased bugs that was preventing game launch on certain platforms

Web Quest Summary Pages and Error Breakdown

CYBER QUEST

Start Game

Quit

VOLUME

In passing the first zone it seems you understand the reason a lock icon exists.
As a reminder. This icon will typically appear where the search bar is.

Moving forward you will see the difference between http vs https in links.

The main difference between the two is how data is sent. https uses encryption to secure data you may send
(think banking details or social security numbers).

to find the source of corruption you want to hide yourself from the popups. If you see https you can assume you will be
hidden from external threats.



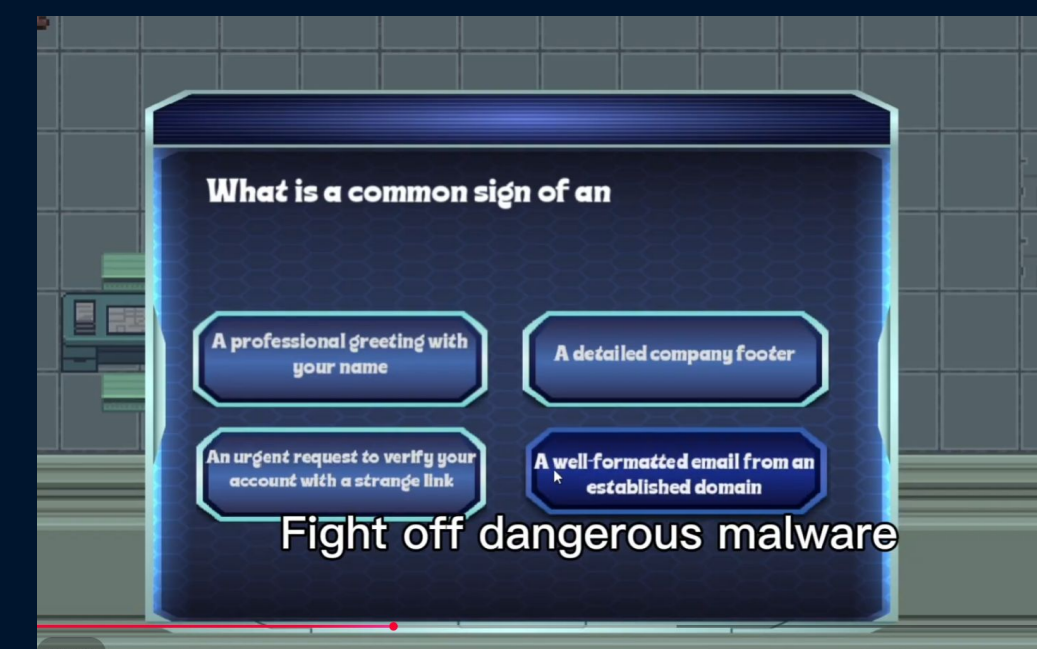
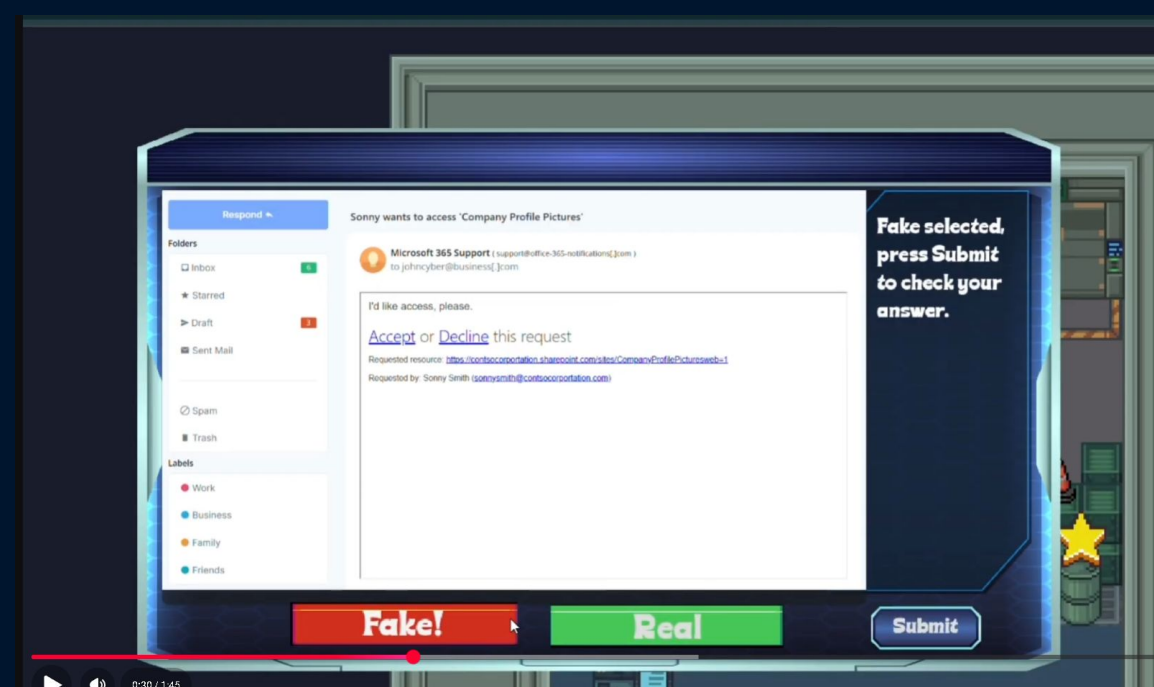
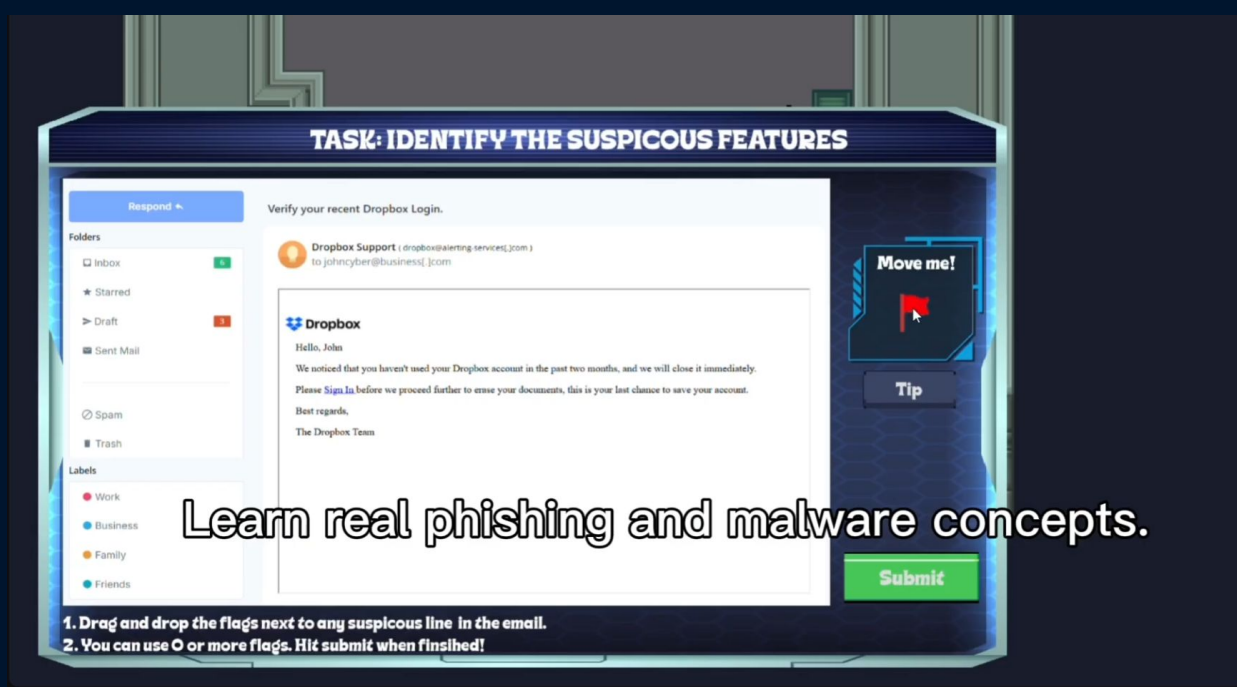
Error
The following features required to run Godot projects on the Web are missing:
WebGL2 - Check web browser configuration and hardware support

GODOT
Game engine



Phishing Factory

- TD: Make learning content easy to understand
- TD: Full game logic flow
- <https://www.youtube.com/watch?v=OymIwVes7tY>





Website Improvements

- Game filtering and category optimization
- UI/UX improvements
- <https://coolcybergames.com/games/>



Demo Video

<https://www.youtube.com/watch?v=79YAC9liRHs>

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Lessons Learned



Lessons Learned

- Importance of early alignment and clear communication.
- Break features into small, testable increments.
- UI/UX polish and testing take more time than expected.
- Version control discipline prevents major issues.
- Managing scope is key for finishing on time.



Thank you!

Any Questions?

