



# COOL CYBER GAMES

*Interactive Web Application for Cybersecurity Learning*

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# Milestone 2 Overview



Milestone 2 Matrix



Milestone 2 Tasks Discussion



Milestone 3 Matrix



Milestone 3 Task Discussion

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# Milestone 2 Completed Tasks

Task	Completion %	Anthony	Matthew	Brice	Ben	To Do:
Research, plan, and begin implementing more game development ideas	85%	25%	25%	25%	10%	Finish game planning details and begin implementing
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)





02

# Milestone 2 Task Discussion



# Research

## ■ Game 2: Master the Password

- Researched password creation, security tips, brute force techniques.
- Concept -
  - The player is an explorer in the medieval era, where passwords are used to reach the next area; with the goal of reaching the castle.
  - Each area teaches a new security concept that strengthens the player's password.
  - The final challenge is to reach the castle, requiring an ultra-strong password.

## ■ Game 2: TBD

- Researched reverse engineering basics, interactive x86 simulations, and the basics of binary exploitation.
- Concept - Interactive x86 simulation, inspired by Human Resource Machine teaching and gameplay

## ■ Game 3: TBD

- Researched web elements (HTML,CSS,JS)
- Concept - Game for web elements - TBD



# Survey

→ <https://forms.gle/9t3MbB7JUE462qsp6>

Section 1 of 2

## Cool Cyber Games Feedback

**B** *I* U [G](#) ~~X~~

Thank you for trying out our game! Your responses will help us refine the game and make it even better! This survey will take *less than 3 minutes* to complete, *all multiple-choice*. Any and all feedback is very much appreciated.

Go to: <https://coolcybergames.com>, and explore our website and try out our first cybersecurity game, **Malware Maze!**

We'd love to hear your thoughts on:

🎮 The website, log-in system, gameplay, UI/UX design, ease of use and what you learned!

\*Disclaimer: ...

Did you read the disclaimer and do you accept the terms? \*

☐ Yes



# Feedback



- **26F (Pre-Med student) (6/10)** - Enjoyed the game and concept a lot. Add HUD, condense learning screen
- **49F (Healthcare worker) (1/10)** - Found the game very informative as a beginner. Needs more feedback on wrong answers (explanations), and clearer hints on what to do next. Suggests adding text message/phone call phishing scenarios.
- **20M (Unemployed) (5/10)** - Learned more than expected. Suggests class-based cosmetics (Knight, Mage, etc.), hidden Easter eggs, and lifelines to eliminate wrong answers. Wants click-through dialogue for slower readers.
- **51M (Land-Surveyor) (3/10)** - Prefers smaller learning chunks with more mini-bosses to test knowledge gradually. Wants a final boss fight, animations (ex. ghosts in maze), and a heart-based system (lose all, restart). Suggests password security and Frogger-style phishing mini-games.
- **44F (Healthcare worker) (7/10)** - Likes email scenarios with “choose all that apply.” Wants wrong answers to show *why* they are incorrect. Suggests making the learning screen visually appealing with a theme.
- **54M (IT/Networking specialist) (9.5/10)** - Likes phishing tips and sees value in using this for client education. Suggests adding hover-over link previews, clue-based rooms (like *Among Us*), and preventing repeat questions on terminals. Suggests a Jenga-style cybersecurity game.





# Game Improvements

## Malware Maze -

- 1. Improved Learning Hub
- 2. Improved game UI and HUD
- 3. Added more sound effects and smooth transitions
- 4. Improved game dialogue and feedback system
- 5. Added score tracking and lives

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# Demo

→ <https://coolcybergames.com>

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# Milestone 3 Tasks

Task	Anthony	Matthew	Brice	Ben
Enhance website UI further	X	X	-	-
Finish API connections for the game 1	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





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# Milestone 3 Task Discussion

# Tasks Discussion



- Enhance Website UI - Refine the website UI. Key focus areas include player dashboard with progress tracking, game filters, and continue developing our theme.
- Distribute and collect survey results - Gather feedback on game usability, engagement, and learning effectiveness to refine future content
- Finish API connections for Game: Malware Maze - Enable progress and score tracking, and authentication
- Complete and Polish: Malware Maze - refining gameplay, UI improvements, adding missing mechanics and playtesting all elements.
- Implement Test Demo Game 2 - Development will begin on Game 2, focusing on core mechanics and interactive components.  
A functional test demo will be created for feedback and iteration.
- Implement Test Demo Game 3 - Development will begin on Game 3, focusing on core mechanics and interactive components.  
A functional test demo will be created for feedback and iteration.
- Implement Test Demo Game 4 - Development will begin on Game 4, focusing on core mechanics and interactive components.  
A functional test demo will be created for feedback and iteration.



# Thank you!

Any Questions?