

## Newsletter: Week 3

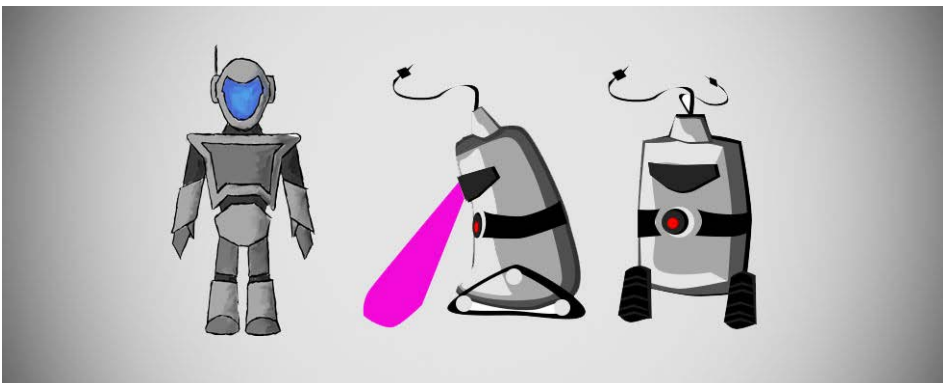
**I**n this week, team Osiris has been working closely with PPP and we accomplished most of the preparations to create the actual experience of picoCTF.

Together with the PPP team, we divided the competition experience into two phases, and we designed a story that make sense around the experience. The first part of the competition is single-player experience, the player will start their adventure from the discovery of a crash landed robot. By fixing the robot, more information about a galaxy War Game will be revealed. Once the player have finished the individual experience, they can move up to the team experience phase and start competing like other CTF competitions. Also, we have pitched our robot concept to PPP and received positive feedback.

Due to the technology limitation of HTML5, the game is going to be mostly 2D. The artist is research-

ing the possibilities of art style, while the programmers are deciding on a commercial game engine to facilitate our art and design. On the other hand, our designers have discovered that more tutorial levels are needed for the student who does not have enough knowledge about computer science. So new levels about how to use google and introduction to hex editor has been added.

For next week, the team is going to decided on Art Style, Game Engine and making storyboard for the experience. And we will have the finalized robot design!




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