

Newsletter: Week 5

In this week, we have accomplished many important tasks including ETC quarter presentation, story finalization, game interface wireframe/character design and creation of our first playable demo.

On Monday, we presented our quarter presentation to all the ETC faculties and we received many useful feedback. Most of the faculty members think that our project is interesting and we are currently in good shape.

In this week, we have finalized our tutorial story and we named the first picoCTF with the name "Toaster War". Our story contains five different scenes with more than four problems in each scene, the problems will be about some computer science concept such as code reading, Internet data package, file structure as well as some of the computer security concept such as cryptography, forensics, web vulnerability. The story starts with

a crash-landed robot, so the player will discover the secret of a space war game by fixing the robot.

After the one week research we spent on ImpactJS, the HTML5 game engine we chose, our programmers have successfully developed the basic functions for our game. So for this week, our artist was focusing on creating character animation sheet as well as the the hacking problem interface design.

For next week, we will be focusing on getting a demo version online and then talk to different experts about creating educational experience for high school students.



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