Newsletter: Week 7

In this week, the team has accomplished the demo, and released it on the http://www. picoctf.com/preview/preview. It supports all main kinds of web browsers, including Chrome, Firefox, Safari and IE9 or higher version. Owing to the feasible features above, every player could play this competition on the computer, mobiles and even iPad.

The preview of the PicoCTF have included three questions: one is the basic "Google" question, the second is a problem related to the cryptography, and the last one requires students read through the Python code. These three different types of problems are the basic skills of a hacker, that is why we put these questions into the preview version.

On Wednesday, we met Dave Culyba in CMU Alice Team. He gave us lots of advice about how to teach teenagers about computer science. Especially, he mentioned that we should inspire students' interests by using some visual tools and simplified the program procedure.

For next week, we will complete more game scenes and create more visual art experience. Additionally, we should plan to make a playtest to receive some useful feedback from our audience. This will help us make this competition interesting and involving.

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