

# Newsletter: Week 11

**I**n this week, we implemented many designs and art into the game. Ted and Davis constructed the main program structure this week and starting adding resource into the game. We also built a cutscene controller for the designers to arrange the script in a easy way.

As the registration number reaches 700 teams, the picoCTF team discovered there are many middle school students joined the competition as well as the high school students.

We decided to change the arrangement of the problems into four levels of difficulties.

They are the Room scene for the student who is interested in programming and computer science, Spaceport scene for the student who wears some basic programming skills, Loading bay scene for the student with APCS background and willing to pursue computer

science in their career and the Spaceship scene for the students who has previous computer security experiences.

For next week, we will work in full capacity to implement the rest of the design and art, while creating resources for the spaceship scene.




---

## CONTACT INFORMATION

Pittsburgh Technology Center  
700 Technology Dr  
Pittsburgh, PA 15213

Entertainment Technology Center  
Rooms - 2311 / 2313

## TEAM

Danielle Corporon  
Shihao Dong  
Tim McMullan  
Kaiyang Zhang  
Guoliang Zhu

## FACULTY ADVISER

Salvador Barrera

## CLIENT

Prof. David Brumley  
PPP (Plaid Parliament of Pwning)  
CMU - CyLab