

## Newsletter: Week 12

**I**n this week, we have made several major improvements to our game in order to facilitate the changes of the competition. We drastically changed the structure our game and implemented RESTful browsing experience to ensure the player experience. On the other hand, we implemented the functionalities to communicate with the competition database so our programmers can work closely with other PicoCTF members.

During this week, our artists have finished the upgrades components for the starfighter including: Engine, Missile, Radar, Laser and Hull. Each component contains four layers of upgrades which correlated to the five problem categories: Computer forensics, Web exploitation, Binary Exploitation, Reverse Engineering and Cryptography.

On this Friday, we met with our client at Cylab to present our new framework for the game, with the explanation from the programmers. For next week, the team will be finalizing the first three levels and getting ready for the experience walk through before the competition goes online.



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