

**CS 333: Network Security and Defense**  
**Capture the Flag - Diagnose the VPN Lab**

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## **1 Introduction**

This in-class contest is mainly used to engage students in class, and help students to how VPN is used to bypass firewall. Students will be divided into two teams.

## **2 Rules**

- The instructor will show some problem some student experienced while working on the VPN lab.
- The instructor will give two or three options: three potential root causes - one of which is the real root cause.
- Each individual student is a voter - chooses which option is the real root cause. The instructor will reveal the answer in the end. Each correct vote earns your team 3 points.
- Discussion is Okay.

## **3 Incentives**

Five CTF games will be played during this semester, and this is game four. All the CTF game points will be accumulated, eventually the team with more accumulated points will be the winning team. The winning team will earn the following "prize":

- 1. Students (in the winning team) who are supposed to get B+ will be raised to A-; A- will be raised to A.
- 2. Students (in the winning team) who are supposed to get anything below than C, will be raised to C.

Exception: The prize doesn't apply to students who misses 4 or more than 4 classes.