how you organised the team,

we conducted several team meetings during the duration of the project. In our first meeting we had a group call on discord on 05/11/23. During this meeting we discussed which game we’d like to pursue based on the complexity of the hack we could do based on the game and the difficulty of hacking the game. After our discussion we voted and decided on

Counter-Strike: Global Offence. Our second meeting was on 06/11/23 and was when we decided on the hack we wanted to attempt, everyone came up with ideas during the meeting, but we were not able to definitively decide on the hack, but we all had a good idea of the type of things we wanted to do. After the call we all added hack ideas into our discord server and then voted on the one we all liked the most. We ultimately landed on a one shot one kill game mode added to CSGO. We had a third meeting on 09/11/23 where we decided on what kind of work each person would do. Everyone except zeerak could run CSGO on windows so as a group we decided to allocate static analysis using Ida, research on similar game hacks using dll injection and organising the structure and contents of our video and doing the group side of this report. Everyone else began work on the dll, Andrew created a GitHub repository which we then used to share our work.

what challenges you had,

how to remove outdated player deaths,

and how you overcame these.

|  |  |  |
| --- | --- | --- |
| Name | Contributions | Percentage |
| Craig |  |  |
| Satvir |  |  |
| Zeerak |  |  |
| Andrew |  |  |
| Bogdan |  |  |
| Perrin |  |  |