

Bob 2 (Eve)

Mission 3 : Cracking the secure messages

50 minutes of gameplay [70/200 points]

In this mission, you will work closely with Charlie to crack the secure messages that is sent by Alice to Bob

This mission is divided into smaller tasks, which consists of compulsory and optional tasks. The compulsory tasks are marked with either [Checkpoint], [Final Task], or [Secret Task] flags, while the unmarked tasks are sort of optional. It is thus a priority to complete all the flagged tasks before the optional tasks, as one will not be able to revisit these tasks after the deadline. The compulsory tasks are very important for the upcoming missions. It is also highly advisable to split the tasks among your teammates.

[10 points] [Checkpoint] Listen

Blah blah blah

- xxxx

Objective: Listen to every polarisation choices that Alice sends to Bob.

Point allocation scheme:

- [Full] points after completion of the mission

Step by step walkthrough:

1. We will figure this as we go on

[10 points] Message encryption handout

Blah blah blah

- xxx

Objective: Complete the `Message Encryption` handout. No cheating or copying with Charlie allowed [insert stern warning].

Point allocation scheme:

- Based on the number of correct responses in the handout.

Note: Only do this when there is a free time or there is a member in your group who happens to

be free.

[10 points] Our setup handout

Blah blah blah

- xxx

Objective: Complete the `Our Setup, Bandwidth` handout. No cheating or copying with Charlie allowed [insert stern warning].

Point allocation scheme:

- Based on the number of correct responses in the handout.

Note: Only do this when there is a free time or there is a member in your group who happens to be free.

[20 points] [Final Task] Listen and collaborate

Blah blah blah

- xxxx

Objective: Collaborate with Eve to decrypt the message that is sent by Alice to Bob. You will need to successfully decrypt the message at least once.

Point allocation scheme:

- [Full] points after completion of the mission

Step by step walkthrough:

1. We will figure this as we go on

Performed in the last 15 minutes of the session

[20 points] [Secret Task] Super secret messages, encrypted

Blah blah blah

Alice is sending some super sensitive messages to Bob. Hack it! The `GameMaster` will tell you when the secret messages are being sent. After receiving all the message, **write it down** in the **super secret document** and pass it to the `GameMaster` after the conclusion of the mission.

Objective: Your team successfully decrypts all the secret messages that Alice sends to Bob.

Point allocation scheme:

- [Full] points if you successfully decrypts all the messages
- A fraction of [full] points, proportional to the number of correctly decrypted messages