What I’ve done so far:

* Learnt basics of C#
* Researched PMT
* Researched Ransomware (specifically Petya)
* Started looking at encryption techniques
* Ethical Consideration
  + Blind test – so what?
  + Stress/Anxiety?
* The experiment(s)?
  + Set up as a game?
    - How do we make the game in order to suit the needs?
    - .NET GUI that displays a reward total going up based on users’ progress
    - Users able to “bank” voucher by spending some of the reward in order to secure it (Coping appraisal)
    - Based on user behaviour (password security upon register, length of time spent reading warning messages, etc)
      * What can we measure here?
    - Two groups – first group given questionnaire about knowledge of cyber threats before the game is played (Threat appraisal pre experiment)
    - If behaviour is deemed unsafe, program simulates ransomware attack, encrypting reward
    - <https://www.codeproject.com/Articles/26085/File-Encryption-and-Decryption-in-C>
  + Blind?
  + How are we gauging stress and fear?
    - Heart rate tracking?
    - Eye tracking?
* Deliverables