# SS17/4G Final Year Project Proposal (Project Aardvark)

October 2017 – March 2018 Session

Topic: Krypto for Android

## Goal

Recreate the program “Krypto.exe” into an Android app and provide tools for users to learn classical cryptography.

### Objectives

1. Make learning classical cryptography more fun, by gamifying the experience.
2. Include a tutorial section (*practice session?*)
3. Provide tools for the user to create their own ciphertext from plaintext?
4. Employ a “suggestion system”, where the system will suggest what steps to take to decipher a ciphertext. *(might be easy in tutorial mode, difficult in the other “real use” mode)*

### Core Features

1. Core tools -> Pretty much everything in the Krypto.exe app.
2. Achievement mechanics //badges, etc
3. Points //To what end?
4. Daily goals //could be a way to earn more points
5. Level based tutorials //provide progressive knowledge

Lester is testing