Questions as of 3/28

How should we do our end-of-semester email as a non-technical team?

* Include what deliverables?

Include a lo-fi prototype in the end-of-semester email?

What sections of technical report apply / don’t apply to us?

* How to get around that?
* What sections are applicable?

Ask about final presentation

* Tools / technologies used? What is relevant for us?
  + Physical objects?

Ask Dr. Ibrahim about effectiveness of hints document. Does it make sense?

QUESTIONS AS OF 2/21

* Should the hints be accessible by the students, or should they be given to them by an instructor?
  + Given to instructors.
* Discuss script
  + Differentiate between hacker and attacker
* Look over introduction script
* How should we teach cyber security in the end? What are some key premises we can cover?
  + Duo Mobile plug?
  + VPN use?
  + Two factor authentication?
  + Tips for a great password?
  + Statistics?
* Do we need a license?
  + Do not need a license
* Different endings?

Objective: To show people that this can happen to anyone if they don’t take necessary precautions.

* In the event that a group doesn't complete the puzzle in 30 minutes, what should happen?

OLD QUESTIONS:

* Question for client:
  + How do we want our player to feel when they walk away?
    - Educated - not bored.
    - Feel they succeeded.
    - Able to fix mistakes made after being tricked.
  + Is this more of an escape room or puzzle? Does the player need to feel coerced to continue?
    - Just mini challenges.
    - Play pretend, we can convince player they are locked somewhere
  + How fantastical can we be? How real are real people to you? Does a hacker wanting to get into a bank feel too disconnected from the player? Or should they be hacking into a single person’s account?
    - Bank or CEO not too far fetched.
  + Run puzzles by client.
    - Cyber security is about adversarial thinking
  + How tight does the time window actually have to be? If the player doesn’t finish in time what should happen?
  + What artifacts do you recommend?
  + Balance of difficulty of puzzles? Ciphers?
    - Ciphers are ok, give hints
  + How many people are planned to complete this at once?
    - 4-5
  + Are you okay with using QR codes as a way to tie digital and real world artifacts together?
    - What percentage of the project should be on something digital?
      * 50/50ish