Project Plan

Project Topic: Social Engineering

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| Group Member Names: | Group Member Role(s) / Task(s): |
| Alison Gonser | Write scenarios, question, review scenarios |
| Geri Shaeffer | Pre-Survey & Post Survey/Software Requirements/Definitions/Analysis |
| Jeremy Rylicki | Program the Game |
| Joshua Gisi | Assist in programming the game |
| Riley Abrahamson | Game design lead and programmer |
| Zachary Miller | Quality Assurance/Review/Tasks as assigned |

What are the group’s goals?

* Increase awareness of social engineering and how it relates to cyber security
* Determine what types of social engineering tactics are most/more effective
* Collect data on how people identify and react to social engineering situations
* Determine if there is a certain group of people that is more susceptible to social engineering attempts
* Determine if individuals can correctly identify social engineering

What has the group done so far?

* Planned overall components of project
* Decided on software for the game portion of project
* Wrote some scenarios for the survey portion

What else needs to be done and what is the plan / timeframe for completing it?

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| Task | Target Completion Date |
| SURVEY |  |
| Write/finalize all scenarios & scenario questions for survey | 3-5-21 |
| Write/finalize education/definition portion of survey | 3-5-21 |
| Write/finalize all demographic survey questions | 3-5-21 |
| Write/finalize scenario review & questions | 3-5-21 |
| GAME |  |
| Set up repository for Game project | 2-24-21 |
| Finish wireframes for main game state | 2-26-21 |
| Complete write-outs for each minigame phase | 2-26-21 |
| Create additional desired social engineering task minigames | 3-1-21 |
| Get approval on GameMaker Studio 2 for project creation | 3-5-21 |
| Establish basic game loop | 3-5-21 |