Workshop Slides Instructions

Introduction of Workshop

 Start by Introducing the topics being discussed in this workshop, can skip the Technology of mention the technology if needed



- Talk about the context of the game, and show the game trailer
 - Context: You're a new hired agent working for a pizza company, protecting the secret pizza formula from the competitors' enemy hacker.



 You can mention the TAP program and the objective goals or skip it.

Password Security:

- Explain why the user needs a secure password, what makes it secure, and how to keep it secure.
 - Can engage with the user by mentioning if any of them have a universal password, and play to trick them if they are

willing to expose information about their password. Then correct them about not sharing any information about their password to anyone.



- Show the Password Examples given:
 - Engage with the audience by having them come up with some or to rewrite an unsecure password to a secure one.



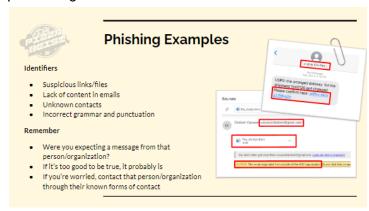
- Finish this section by talking about how it's implemented in the game.
 - The user can give themselves a username, it can be anything their information doesn't get saved.
 - They must then enter a satisfied password that will give them access to the game. The game will indicate what need to be met in order to enter

Phishing:

• Explain what phishing is to the audience.



- Talk about how to identify a phishing exploit, and to be careful and cautious about the message being sent.
 - Ask the audience if they ever receive something similar to a phishing text or email.



 Play a minigame on this slide Show both and ask for which one is the Fake URL link.



- Finish this section by mentioning how they will play through the Phishing game.
 - They will be going through an email sorting game. The user will play and figure out if the game is a phishing link or a real link

Virus & Anti-Virus:

- Explain what are Viruses and what are Anti-Virus.
 - Can mention a past experience or ask if anyone has encountered one before.
- Talk about the different types or major viruses and anti-virus that will also be seen in this game.



- Finish off this section that goes over how it's implemented in our game.
 - To explain virus and anti-virus, we implemented a Tower Defense style of game. Goal is to prevent it from reaching the end.

Final Section: Game Walkthrough:

- This is just to go over each indicator of the game, GUI or the game and what it does or needs to do.
- Show them the link to the game or itch.io and let the audience just experience the game.