Wargame 1 | COMP6447 20T2

The following wargames will provide you with exercises where you will be required to communicate with a program running on a network, and send raw bytes to the program correctly.

You will require some sort of scripting language to solve these challenges.

Before you start, we recommend looking through lab 1 for a tutorial on how to setup your machine to complete thee challenges + tutorials on how to use pwntools.

You can download the challenges here: https://cloudstor.aarnet.edu.au/plus/s/3p3BYhFPjqD70cW

These challenges are a zip file with the password: HowtoH@ck123

There are two challenges this week, weighted equally.

Try to solve these challenges locally, the challenges are also hosted on our servers, and **you need to connect to these** to get the flag.

Challenge	IP:PORT
intro	plsdonthaq.me:1025
too-slow	plsdonthaq.me:1026

Each challenge has a flag to submit. The flag is in the format **FLAG { }** . To get full marks in this wargame, you need to submit both flags.

These flags are **UNIQUE** per student. Sharing flags will result in a **0 mark**.

Submission Instructions

A markdown document (.md) containing the following for each challenge:

We are interested in proof that you understood the challenge, the vulnerabilities and how to exploit them. This is not intended as a formal bug report.

1 of 2 9/6/20, 12:42 pm

too-slow

Please submit the document as a markdown file on give. You may submit as many times as you like. Only your most recent submission will be marked.

Submission

give cs6447 warl warl.md

Marking scheme

This week's wargames are worth 3 marks in total.

Due date

The wargames are due **17:59 Tuesday 9th June (Sydney time).** This is in Week 2.

Late Penalty

Late submissions will have marks deducted from the maximum achievable mark at the rate of 1 mark *per day* that they are late.

Resource created 25 days ago, last modified 8 days ago.

You can also submit using give cs6447 war1 file1 file2 file3 ...

Hold CTRL when clicking files to upload multiple files at the same time.

You can also check your submission using 6447 classrun -check war1

Fetching...

You can also collect your submission using 6447 classrun -collect war1

Fetching...

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