

sCTF Problem Design Guide

- Problems should be written with the following in mind:
 - Problem Name
 - Description
 - Hint (not necessary)
 - Flag
 - Points
 - Problem Type
 - Required Files (not necessary)
- File structure should be sent in the following form within a compressed file:
 - problem_name.zip
 - description.txt
 - hint.txt (*optional*)
 - flag.txt
 - point_value_number
 - problem_type_number
 - author_name
 - files.zip (*optional*)
 - *description.txt* should contain the description of the problem.
 - *hint.txt* should contain the problem hint, if there is one. If not, do not include a *hint.txt* file.
 - *flag.txt* should contain the flag to the problem.
 - *files.zip* should be a compressed file containing any files/folders necessary to complete the problem. If there are none, do not include a *files.zip* file.
 - *point_value_number* should simply be an empty file without an extension named like so, in which 30 is the point value for the problem: **point_value_30**
 - Point values are to be done in increments of 5 or 10, with the introduction problem or survey being worth 5 points. This is an estimated point value, and problems will be reassessed after all are turned in to determine the actual point values based on the comparative difficulty to other problems.
 - *problem_type_number* should simply be an empty file without an extension named like so, in which 5 is the problem type of the problem: **problem_type_5**
 - Reference of problem type numbers:
 - 1 – Web
 - 2 – Cryptography
 - 3 – Forensics
 - 4 – Pwning
 - 5 – Recon
 - 6 – Reversing
 - 7 – Game
 - 8 – Algorithmic
 - *author_name* should simply be an empty file without an extension named like so, in which *arun_dunna* is the author of the problem: **arun_dunna**
- We are in need of all problem types, except for *game*, which will be done solely by Arun. When a problem is completed, email it to **adunna@sctf.io** with the subject line “sCTF Problem” with the compressed file attached.