

CSE 4830 SW Reverse Engineering - Assignment #14

Your CTF game is ready to be played. After all the hardwork and sacrifice; the challenges need to be tested before they go public. Your organizer has set up the game to be field tested. The first one to score the highest will receive a prize and all the gloating one wishes on the discord channel. Create your account and login. Game starts on Nov 16 7:00PM and Ends Nov 20 11:00PM

Server: <http://swre.hackingspacecoast.com:4000>

Rules of the Game:

- No teams; no sharing of hints
- Communicate on the discord channel if you feel that there might be something wrong with a challenge.
- The Hacker with the most points the fastest before the end of the game wins.
- You can score on your own challenge if at least 2 others have scored on it.
- If your challenge has multiple flags; you can score on only one of the flags. Choose wisely because you need to score before the 3rd person scores. The challenge you scored on last will be the one that counts.
- Flags will always be submitted in the format of flag{...}.
- In the event of a tie; a lightning round problem will be given. First to solve wins.

Grade:

There will be instructor flexibility in using scores to generate an assignment grade. The goal will be to use a scale in accordance with this formula

Percentage = (Your Score)/(Highest Player's Score)

Prize:

Winner: \$100 gift certificate to amazon