

**Abstract**

This capstone project, titled "*The Frog and the Cockroach*," is a creative yet insightful allegorical simulation game developed using Unity and Python scripting. It presents a unique educational approach to cybersecurity awareness by following the adventures of two main characters — a curious frog and a sneaky cockroach — within a digital ecosystem. The frog symbolizes users navigating the internet, while the cockroach represents various cyber threats and malware. Through puzzle-solving, interactive storytelling, and real-time decision-making, the game demonstrates common cybersecurity risks such as phishing, social engineering, and data breaches. Designed for students and non-technical users, the game aims to enhance awareness in a fun and engaging way. The project highlights the importance of cybersecurity in today's digital age while showcasing the team's technical proficiency in game development, narrative design, and user experience optimization.

**Year Released**

2024

**PDF File**

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**Program**

Bachelor of Science in Information Technology

**Authors**

- Alberlyn Joy R. Mamaling
- Junji A. Nicor
- Sheila Mae G. Tapere