

Lab 6 – Freecell Control

SUMMARY:

You are presented with a game that you must modify its runtime operation. Your goal is to understand the operation of the game and manipulate its running state.

REQUIREMENTS:

Create a DLL that, when injected into freecell, accomplishes the following:

1. Changes the message displayed on an illegal move to “Not in this game.”
2. Sets the total won to 1000 as shown by the Game->Statistics dialog.
3. The next valid move wins the game.
4. Freecell contains a cheat code, that, when Ctrl – Shift - F10 is pressed, a dialog is presented to the user to “Abort, Retry, or Ignore”. If the user clicks “Abort”, the game is automatically won. Your DLL should change this cheat-code sequence to Ctrl - Shift – F6.
5. Ctrl-Shift-F2 wins the game.

WHAT TO SUBMIT:

Email me a link to the GitHub repository where your code, IDA database (optional) and summary document reside.

- Commented IDA database for supporting credit, not needed if the primary tasks are accomplished and the write-up explains how they are accomplished.
- A document describing how you accomplished each task
- DLL source code, C or C++.

COLLABORATION:

This is a group assignment and students make work in groups of up to three (3) students. The knowledge gained in determining each password can be shared, but each student is expected to turn in their own unique DLL source code and document.

GRADING:

Grades are assigned based on meeting the requirements for each requirement. 250 points total (40, 40, 50, 50, 70 points respectively).

DUE:

11:59 P.M. May 1, 2017