



**Sri Lanka Institute of Information Technology**

# **Escort The Tourists**

## **ISP Project Report**

Information Security Project 2021

Project ID: ISP-21-GRP-43

Submitted by:

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## **Abstract**

Capture the flag (CTF) activities are becoming increasingly popular in the world of computer security for recruiting, training, assessment, and entertainment. There is a wide range of CTF software available today; this software may be separated into game engines and challenge components. Game engines such as TryHackMe that allow dynamic challenges and those that support static challenges can be used to decide the overall style of the competition. A limited number of game engines are open and available for anybody to use to create their own challenges, however the most majority are proprietary solutions.

Over the previous years, the Cyber Security group at Sri Lanka Institute of Information Technology has organized annual CTF event for its undergraduates, testing various CTF kinds and engines and ultimately producing statistics on the state-of-the-art in this sector. While these events were largely successful in terms of the above-mentioned aims, a rigorous examination of the software utilized by the Cyber Security group and more broadly throughout the field highlighted significant flaws in existing CTF techniques. Current software, in particular, should be enhanced in terms of challenge realism, affordability and accessibility, educational uses, and research possibilities

## **Acknowledgement**

We would like to offer our heartfelt gratitude to Mr. Lakmal Rupasinghe, as well as Ms. Chathuri Udagedara, Ms. Menaka Moonamaldeniya and Ms. Laneesha Ruggahakotuwa, who assisted and directed us in successfully completing the CTF project.

A project serves as a link between theoretical and practical learning, and it was with this mindset that we worked on the project and were able to complete it thanks to timely assistance and the efforts of those who assisted us.

Once again, we'd want to express our gratitude to our colleagues and seniors for their support and encouragement in developing and executing our project. All of them owe us a duty of gratitude. We were only able to build the project and make it a positive and pleasurable experience because of them.

## Declaration

We declare that this project report or part of it was not a copy of a document done by any organization, university any other institute or a previous student project group at SLIIT and was not copied from the Internet or other sources.

### Project Details

Project Title	Escort The Tourist
Project ID	ISP-21GRP-43

### Group Members

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## List of Acronyms and Abbreviations

Abbreviations	Definitions
CTF	Capture The Flag
Flag	Secrets hidden in purposefully-vulnerable programs or websites
Jeopardy-style	Competitors with a set of questions that reveal clues that guide them in solving complex tasks in a specific order
Gamification	Adding game mechanics into nongame environments
Exploit	A software tool designed to take advantage of a flaw in a computer system, typically for malicious purposes such as installing malware.
Forensics	Collect, process, preserve, and analyze computer-related evidence
Tradecraft	Allows security professionals to position each improvement in attackers' capabilities

Table 1

# **1. Introduction**

## **1.1 Problem Statement**

Capture The Flag (CTF) is a sort of Information/Cyber security event or competition that challenges to get or find a specific text that might be hidden on a server. This specific text is called the flag. Attackers should be capable of performing some hacking skills like reverse engineering, cryptography, forensics to find the flag. There are two main common types of CTFs; namely, Jeopardy-style CTFs and Attack & Defense CTFs.

Computer security represents a challenge to education due to its interdisciplinary nature. Topics in computer security are drawn from areas ranging from theoretical aspects of computer science to applied aspects of information technology management. This makes it difficult to encapsulate the spirit of what constitutes a computer security professional.

One approximation for this measure has emerged the capture the flag competition. Attack-oriented CTF competitions try to distill the essence of many aspects of professional computer security work into a single short exercise that is objectively measurable. The focus areas that CTF competitions tend to measure are vulnerability discovery, exploit creation, toolkit creation, and operational tradecraft.

A modern computer security professional should be an expert in at least one of these areas and ideally in all of them. Success in CTF competitions demands that participants be an expert in at least one and ideally all these areas. Therefore, preparing for and competing in CTF represents a way to efficiently merge discrete disciplines in computer science into a focus on computer security.

## **1.2 Product Scope**

TryHackMe has been used to host the project and allow individuals and groups worldwide to attempt the CTF. TryHackMe is a website that teaches cyber security through short, gamified real-

world laboratories. We include information for both total beginners and experienced hackers, with instructions and challenges to accommodate different learning methods.

### **1.3 Project Report Structure**

This project report is structured and multiple main topics and multiple subtopics. This includes, Methodology, which consists of Requirements and Analysis, Design, Implementation and Testing. Secondly, Walkthrough is there to explain how to complete the CTF. Then the Evaluation, which includes Project Results and Future work. Finally, the report includes the Conclusion of the project.

## **2. Methodology**

### **2.1 Requirements and Analysis**

The main requirement of this project is to create a competitive environment which can be used for tournaments, and it can be a lot of fun tackling challenges with friends. And also, this project is used as a learning tool for everyone that is interested in cyber security, and it can help sharpen the tools they have learned. Jeopardy CTF's are the most common kind of CTF.

### **2.2 Design**

The design in TryHackMe platform is premade design which is not customizable but there are all the essential features to host any level of CTF within a great UI/UX. It has been tested for more than 10 years and optimized accordingly.

### **2.3 Implementation**

TryHackMe implementation is straightforward. It gives few options to add tasks into the CTF and allow to determine the answer and allow to add hint to the answer. It allows to either upload Virtual



Machines or Downloadable files to add into each task. UI/UX is great, and implementation is easy to handle.

<b>Task</b>	<b>Responsible Person</b>	<b>Duration</b>
Information Gathering	Dilith & Rashmika	5 days
Planning and Scheduling	Dilith & Rashmika	5 days
Web site creation for First Evaluation	Dilith	14 days
Level (1, 2,)	Dilith & Rashmika	6 days
Level (3, 4, 5)	Dilith	5 days
Level (6, 7, 8)	Rashmika	7 days
Level (9, 10)	Dilith & Rashmika	3 days
Tryhackme Implementation	Dilith & Rashmika	2 days
Testing	Rashmika	2 days
Documentation	Dilith & Rashmika	5 days

Table 2

## 2.4 Testing

In order to analyze the project for testing, it was handed over to some colleagues to perform the tasks. Thereafter, it gave a better understanding about the project and overall difficulty of it. Then, it also helped to get an idea about time management. Also, it helped in identifying what areas needs to be improved and what areas where hints should be added in order to successfully complete the project and find the FLAG. There was no need to test server capacity and server security as it has already been tested for more than 10 years by TryHackMe itself.

## 3. Evaluation

### 3.1 Assessment of the Project results

In the admin dashboard on TryHackMe, creators can see the statistics of their CTF and it shows user performance in task wise as well. Since it's newly developed CTF, only some colleagues have attempted them for now.



Figure 1

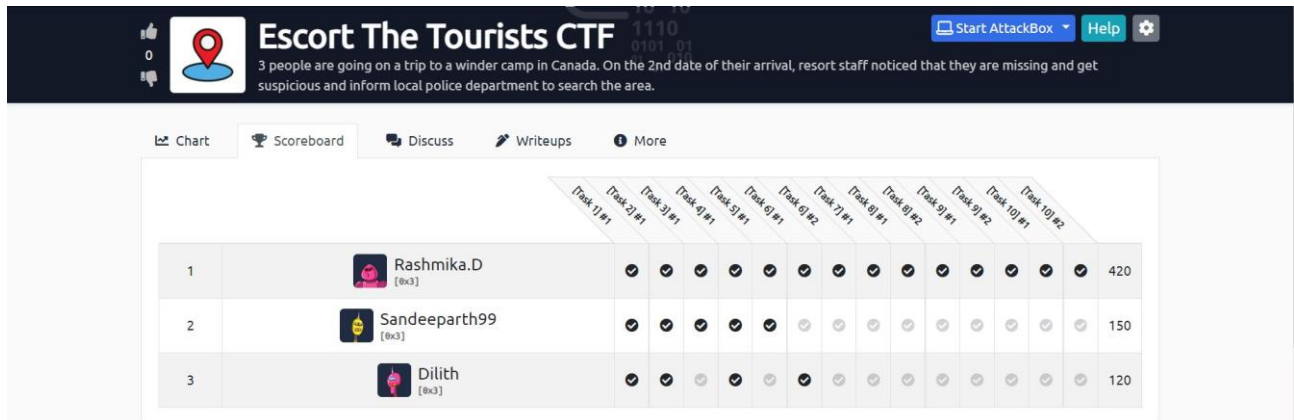


Figure 2

### **3.2 Lessons Learned**

It's important have better understanding of how TryHackMe works and to have the general knowledge in implementing the CTF. Moreover, when creating challenges, they should be relative to the storyline. Also the answers should be straightforward as if even a single letter is missed, answer would not be valid. When creating tasks and completing them, creators' knowledge of common sense and mostly cryptography will be increased as it is mostly used here to create challenges.

### **3.3 Future Work**

CTFs are helping to keep security professionals and students up to date with their skills in the cyber security industry. As we are undergraduates which developing this CTF box we might have lack of knowledge up to some extent. We target the people interested in the cybersecurity, may be students or security professionals. Since we are students to develop this CTF box we will be spending only a low cost to implement the final CTF box.

There is a higher market value in Sri Lanka for CTF games. As well there is less potential local competitors in Sri Lanka. The target audience for the product is a little difficult for the CTF box. Our customers will be the companies that take CTF competitions, while the consumer of our product will be the younger generation. Since the younger generation is constantly looking for more knowledge about cybersecurity, they tend to participate in these competitions in search of new knowledge.

As this is the startup of our project, we can promote our project by Facebook advertisements, Instagram advertisements, and website advertisements

## **4. Conclusion**

Gamification in computer security education often results in positive learning outcomes; the Cyber Security group's experience over last years of CTF competition supports this view. It was a great experience working on CTFs like this and completing fellow colleagues CTFs. However, current

CTF software frameworks can be improved in a variety of ways to make CTFs more extensible to support novel challenges, easier thus available to more groups, more flexible to be a valuable teaching tool in a variety of contexts, and more valuable as a research tool through improved data collection

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## Appendix A: Walkthrough

### Task 1

For the first task, Ceaser chipper has been used for the encryption of the first answer. Also Cryptool is used for this. Users need to download the text file and decrypt the cipher text and submit the correct answer to complete the task. Users will get the first clue of the lost tourists here.

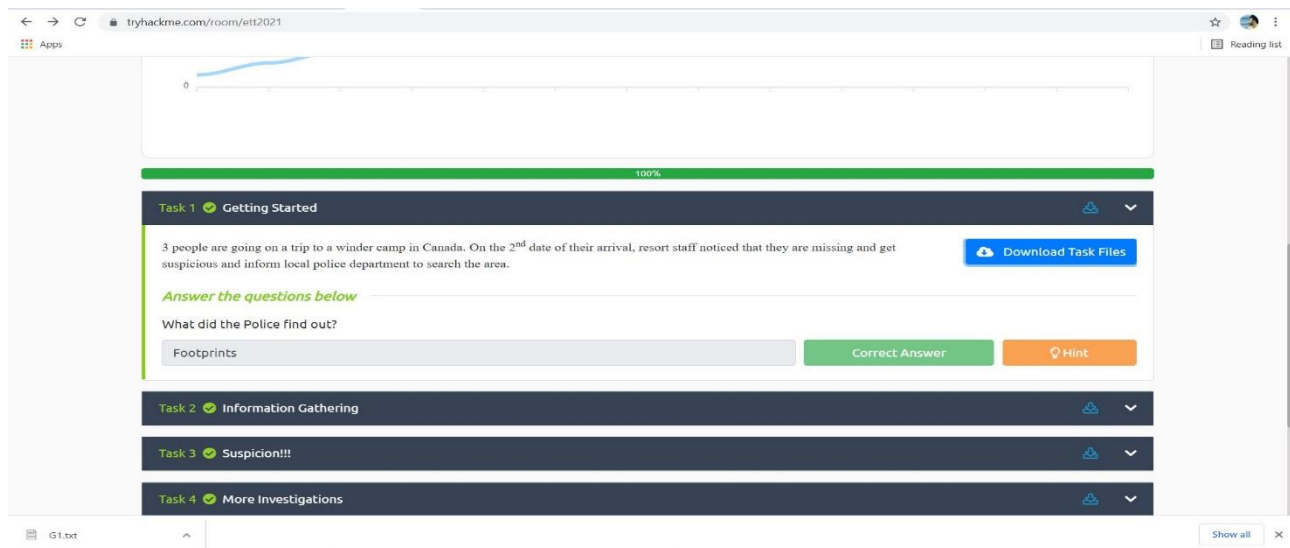


Figure 3

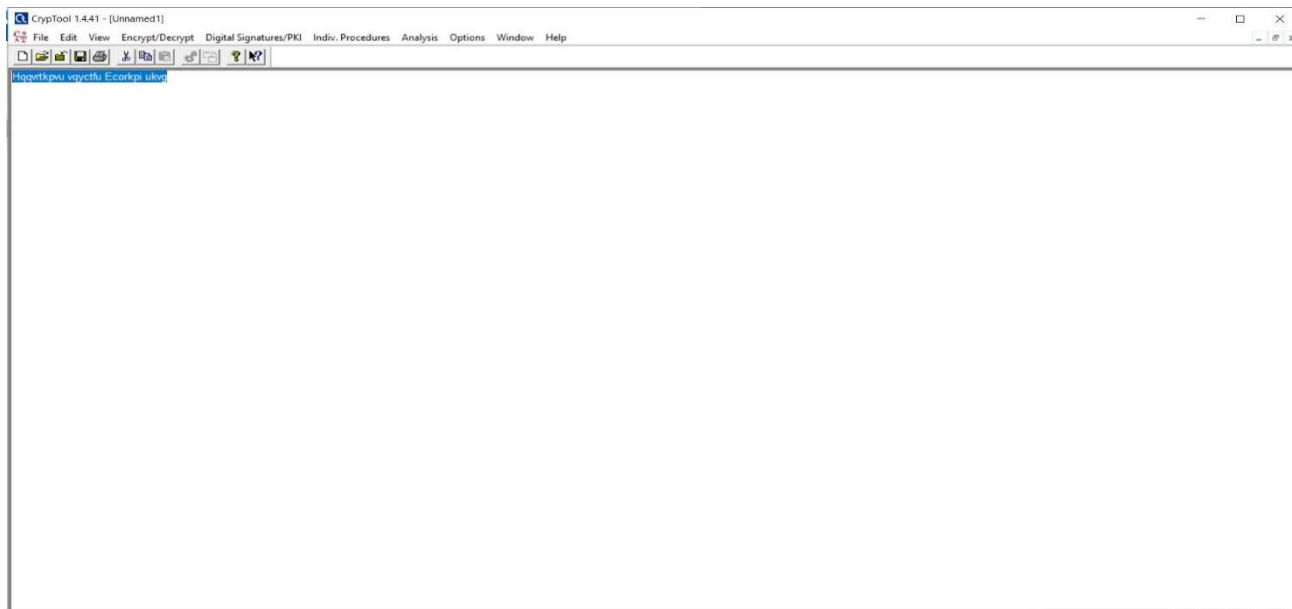


Figure 4

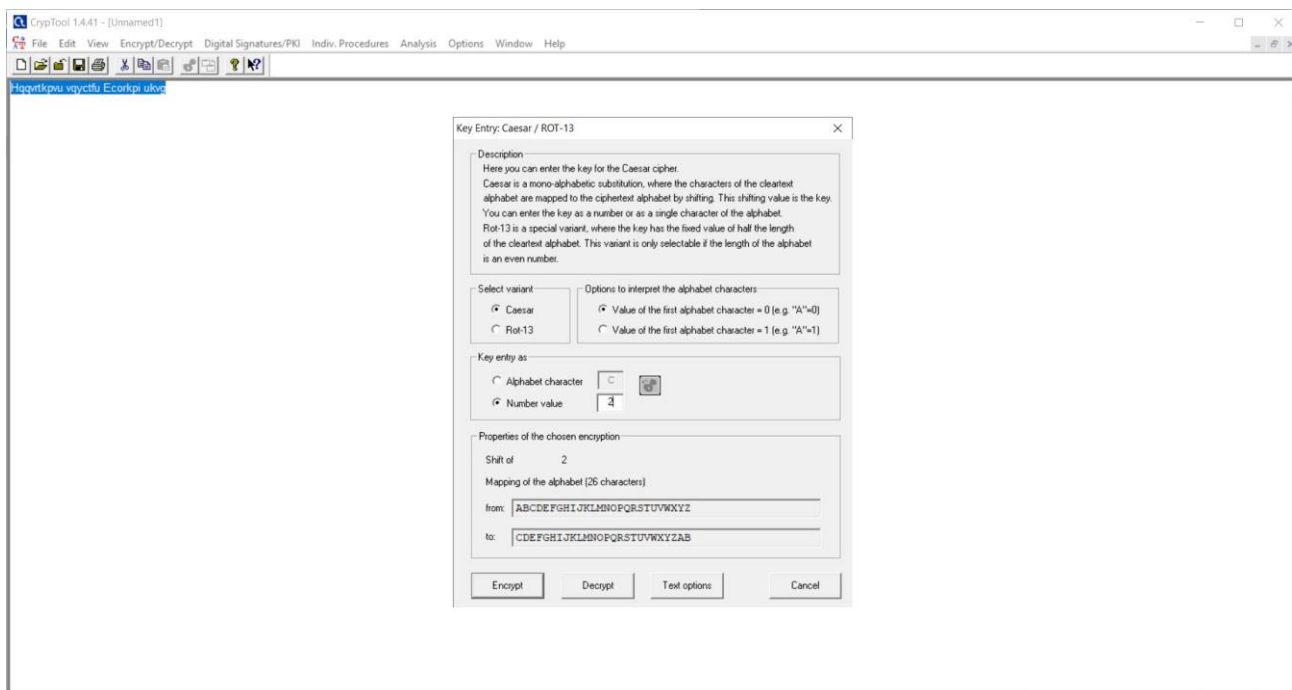


Figure 5

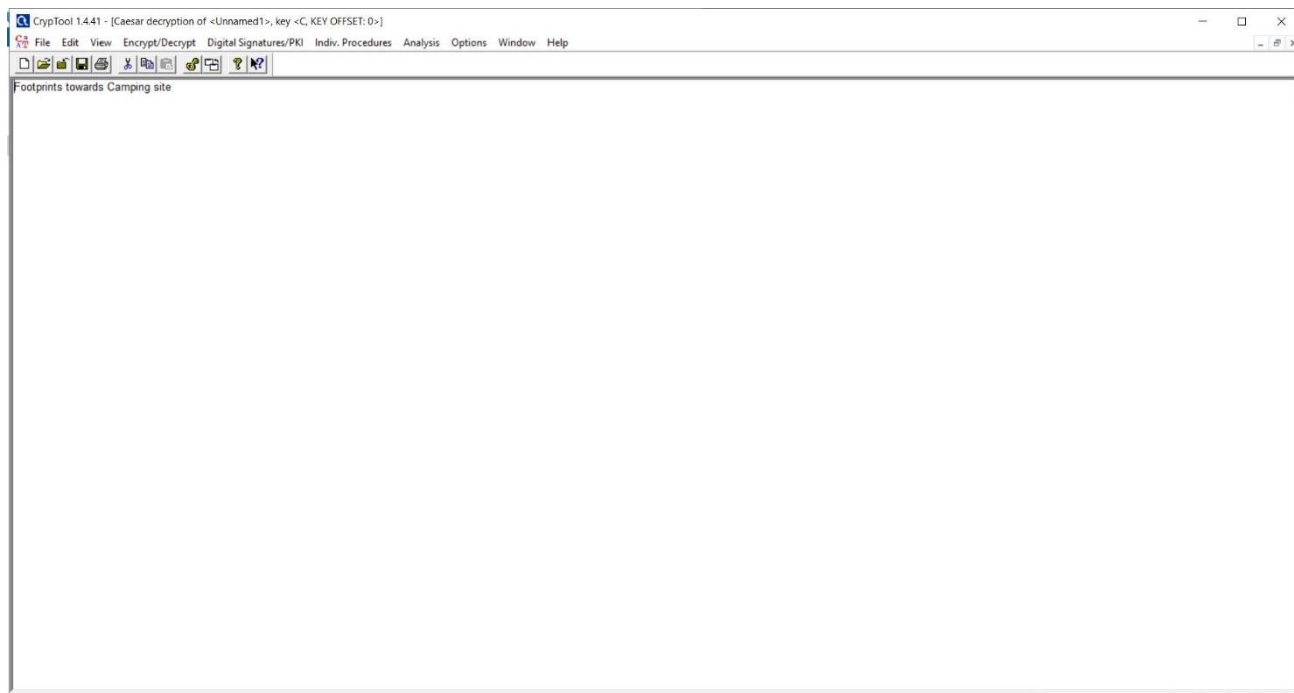


Figure 6

## Task 2

For the 2<sup>nd</sup> task, MOS codes has been used to encrypt the answer. Also relevant hints have added to ease this for the users. They can use an online tool to decrypt and enter the correct answer. Users will get important clues of the lost tourists here as well.

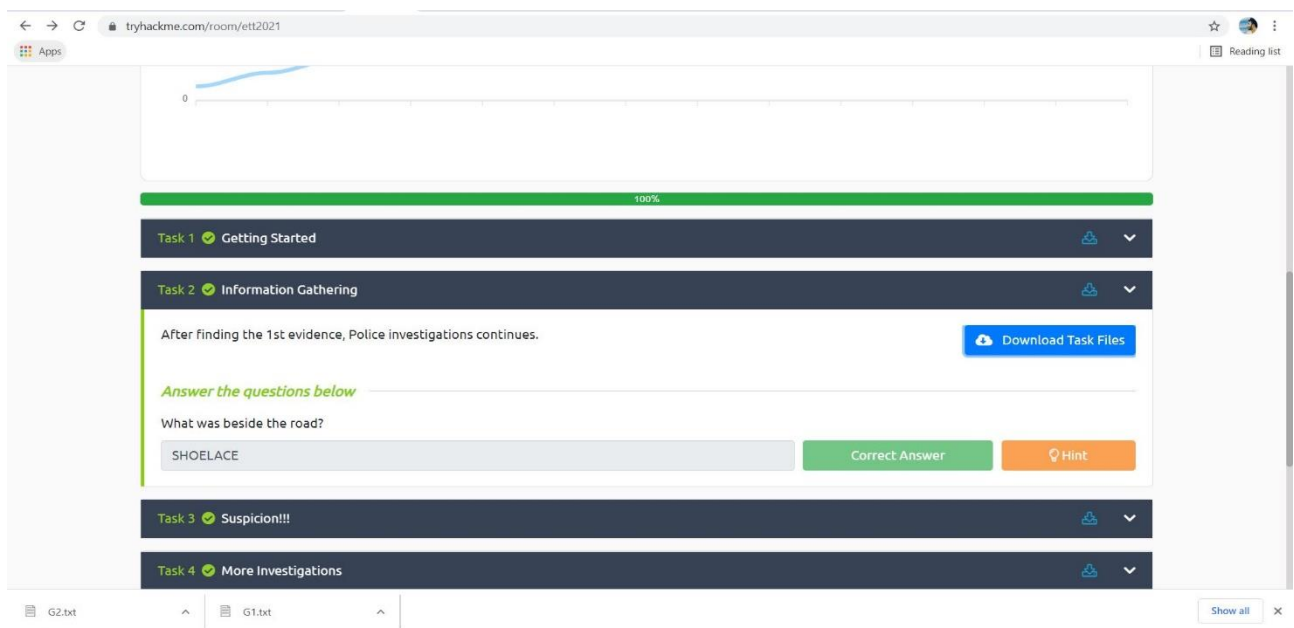


Figure 7

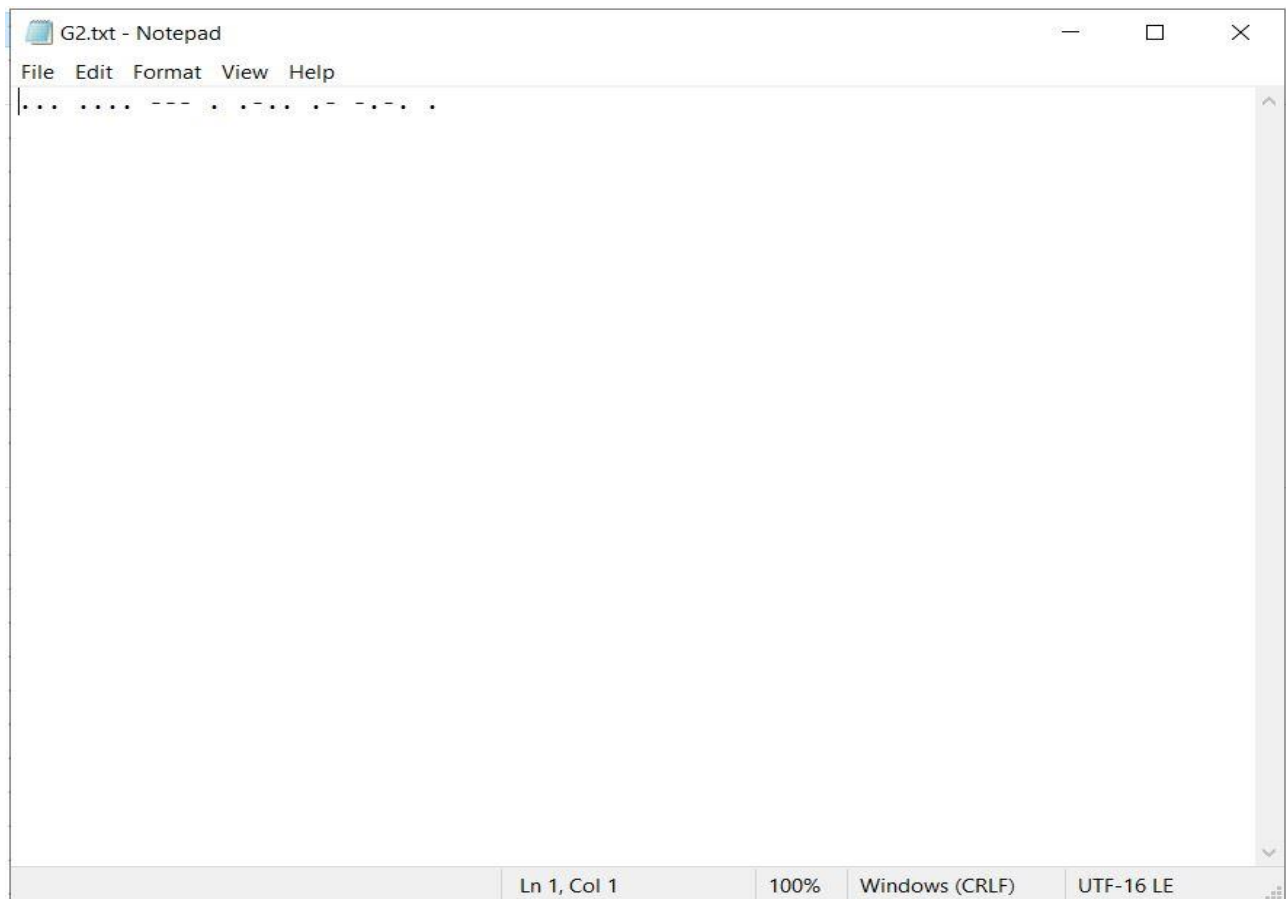


Figure 8

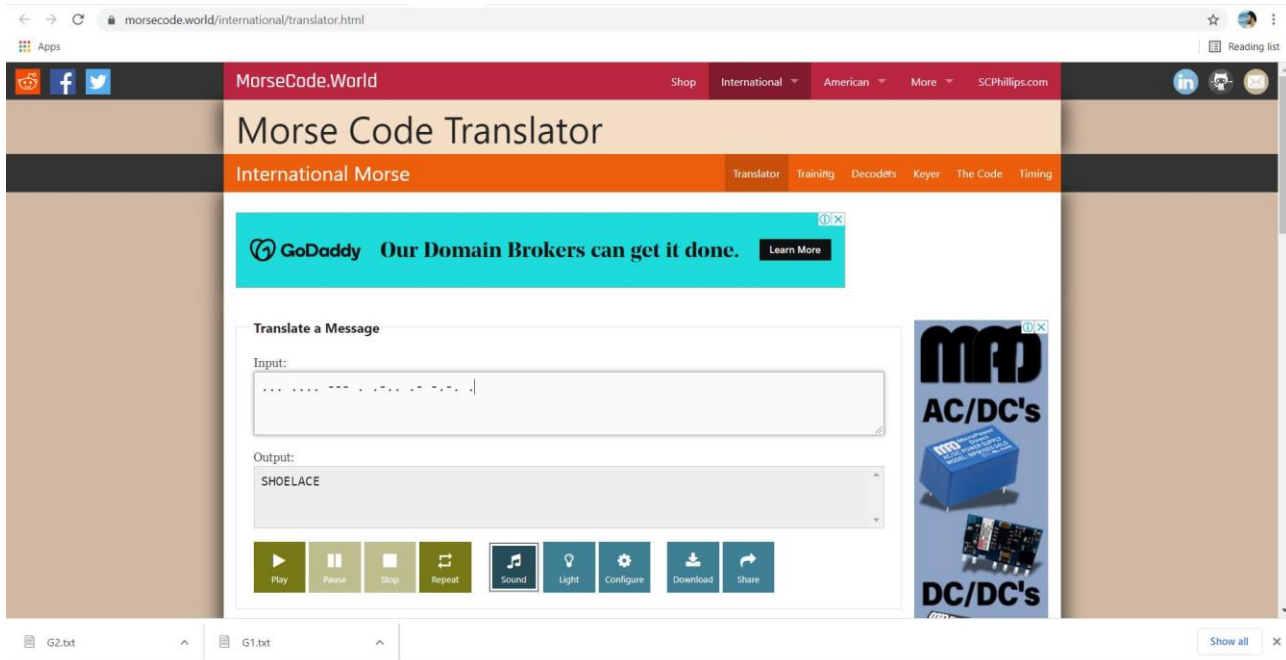


Figure 9



### Task 3

Next task is fairly easy task compared to the ones before. There's a downloadable file and users need to view that and find the answer. During the task, users find crucial information about tourists and police suspect this is either a murder or a kidnapping.

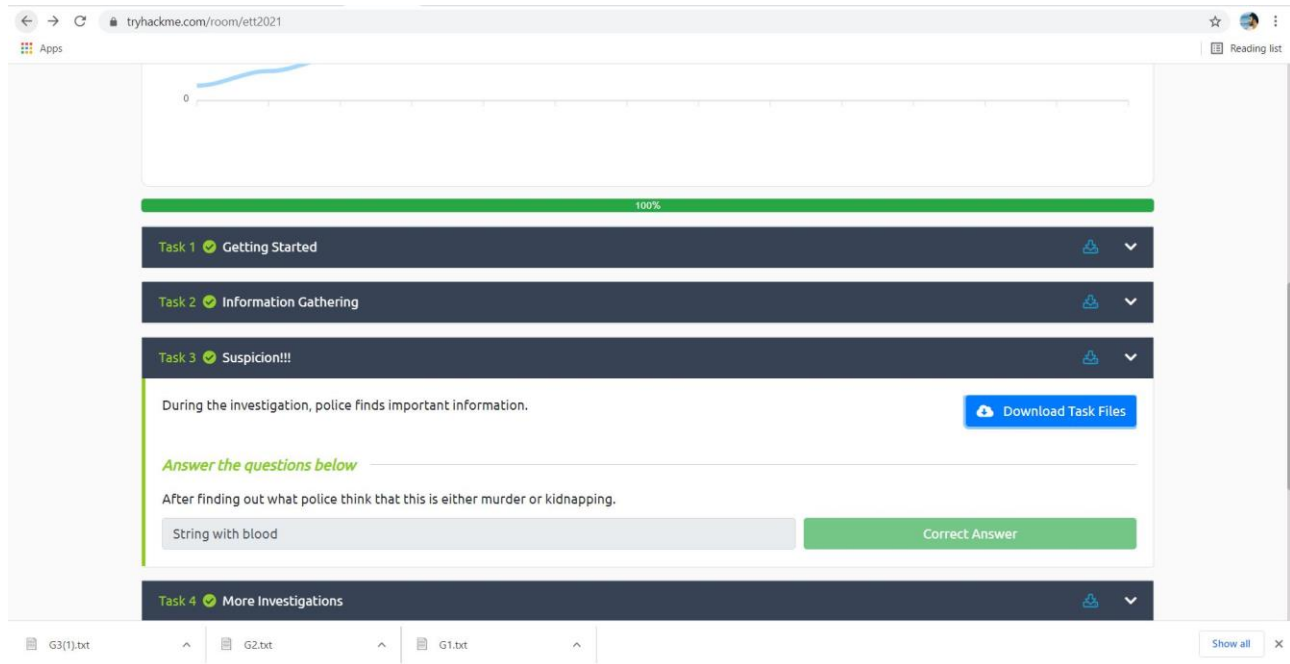


Figure 10

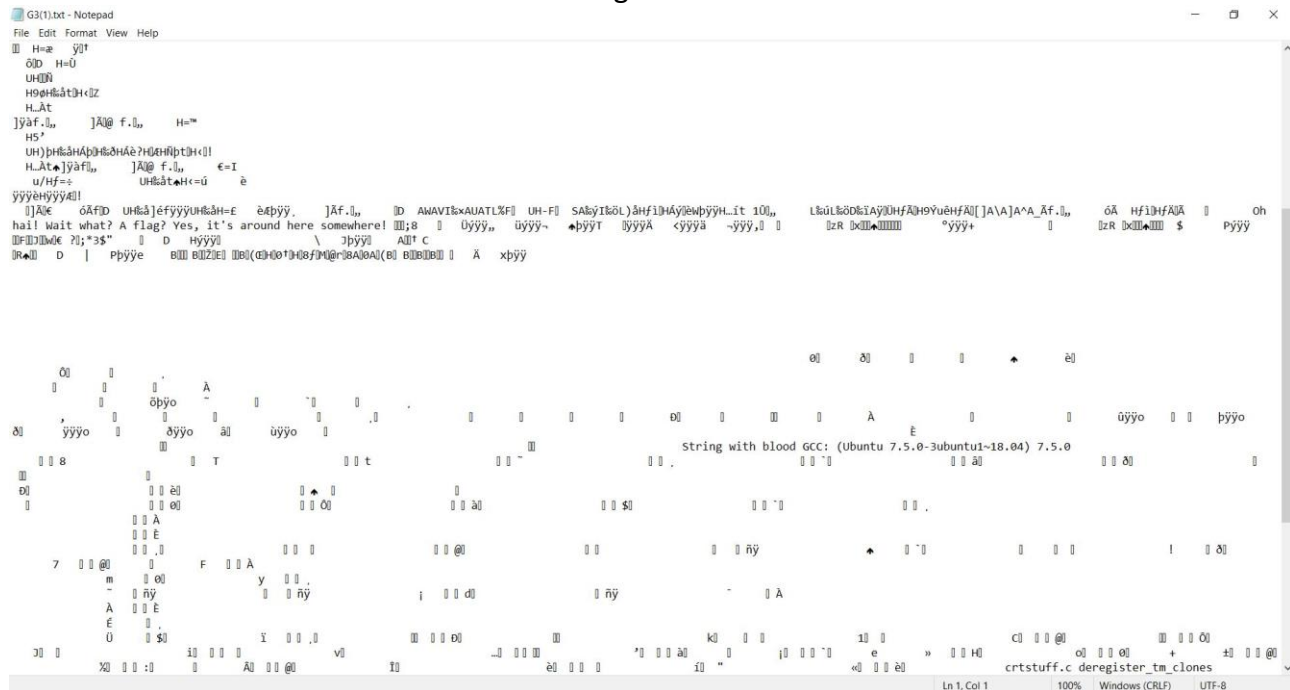


Figure 11

## Task 4

Fourth task is based on base 64 encoder. Users will have to download a file in here as well and decode it to get the answer. Police will do questioning on other campers in this task to identify the key elements of the investigation. Police have the first sight on kidnappers and the tourists here.

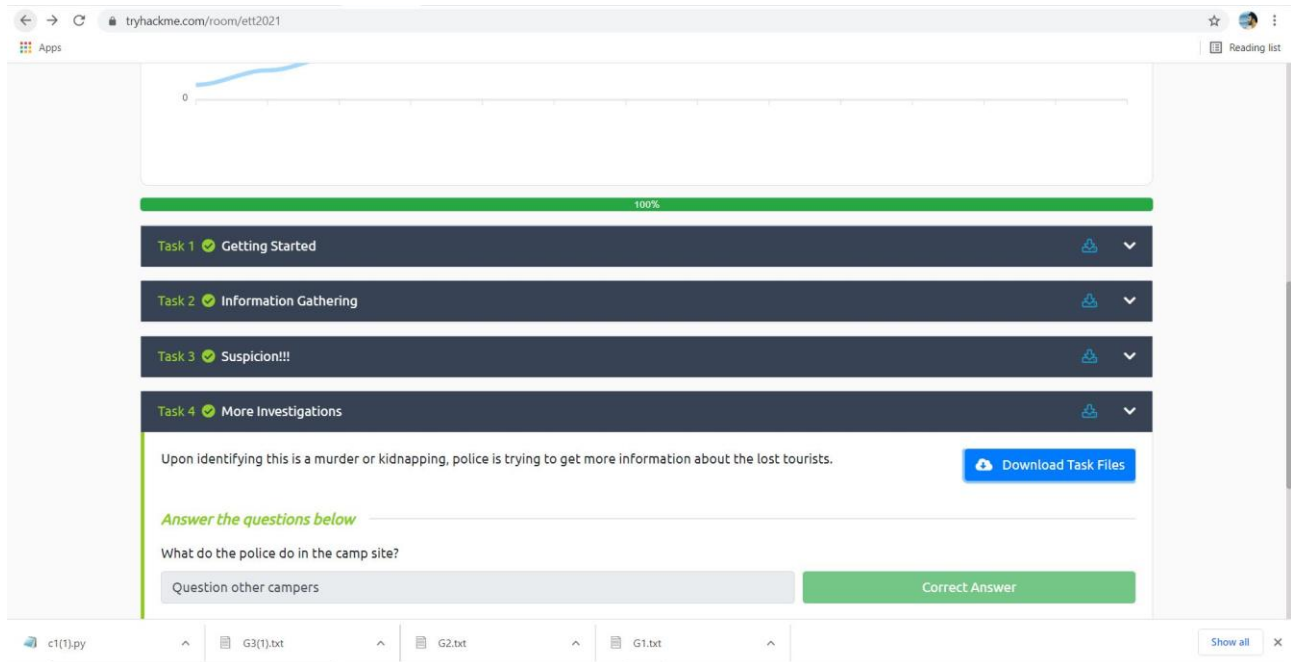


Figure 12

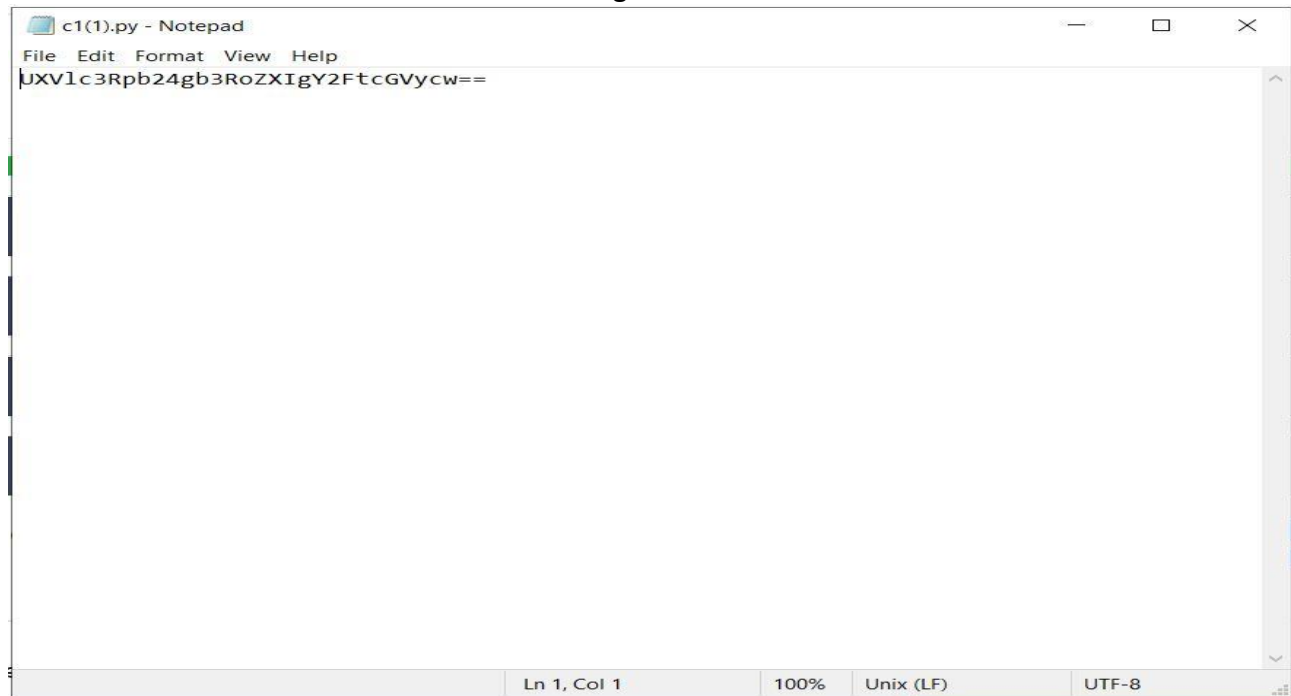


Figure 13

## Decode from Base64 format

Simply enter your data then push the decode button.

UXVlc3Rpb24gb3RoZXIyY2FtcGVycw==

**i** For encoded binaries (like images, documents, etc.) use the file upload form a little further down on this page.

ASCII Source character set.

☐ Decode each line separately (useful for when you have multiple entries).

☒ Live mode OFF Decodes in real-time as you type or paste (supports only the UTF-8 character set).

**< DECODE >** Decodes your data into the area below.

Question other campers

Figure 14

## Task 5

In the next task, forensic departments comes to aid the investigation. We have hidden the answer and some useful information for upcoming tasks in a QRcode. Users will have to scan it and find those information and submit the answer.

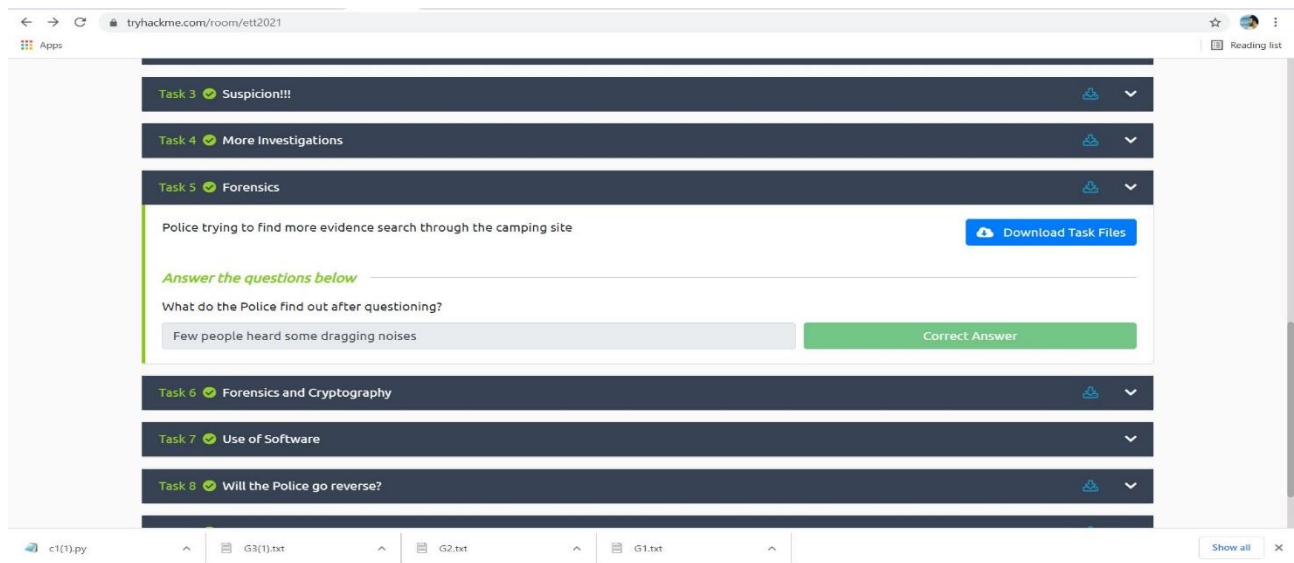


Figure 15



Figure 16

## Task 6

In the sixth task, downloadable image has been added which has been created by merging and image and a txt file. The images needs to be opened in notepad to get the information about the task. Same as the previous task, this also include both answer and valuable information for upcoming tasks.

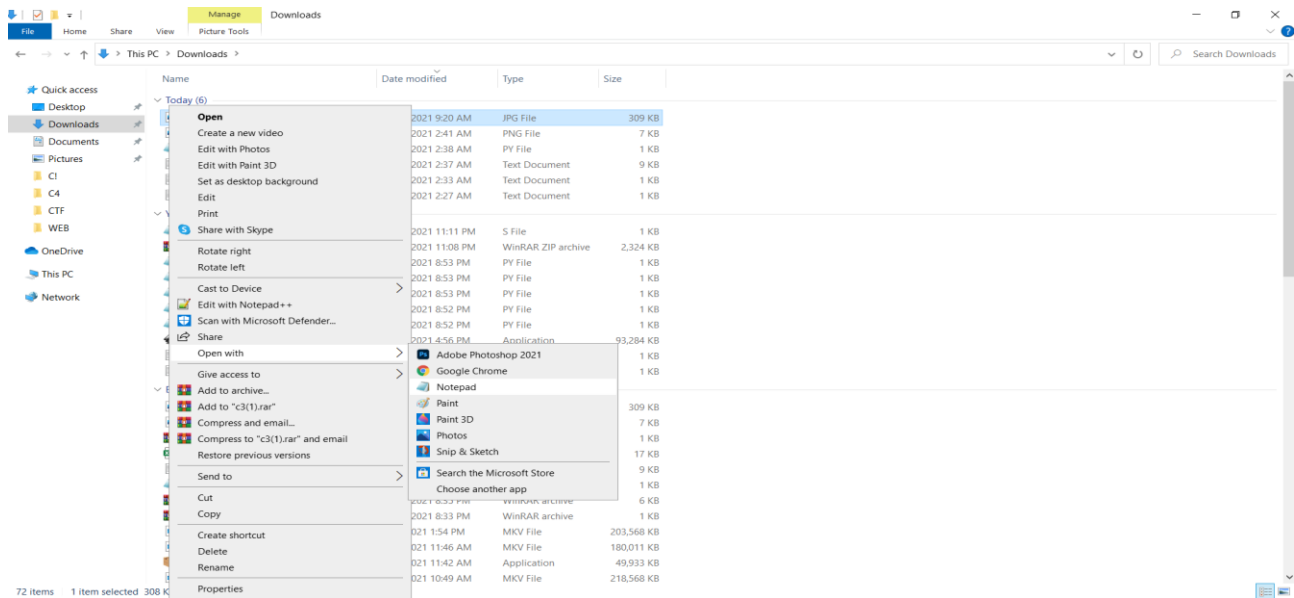


Figure 17

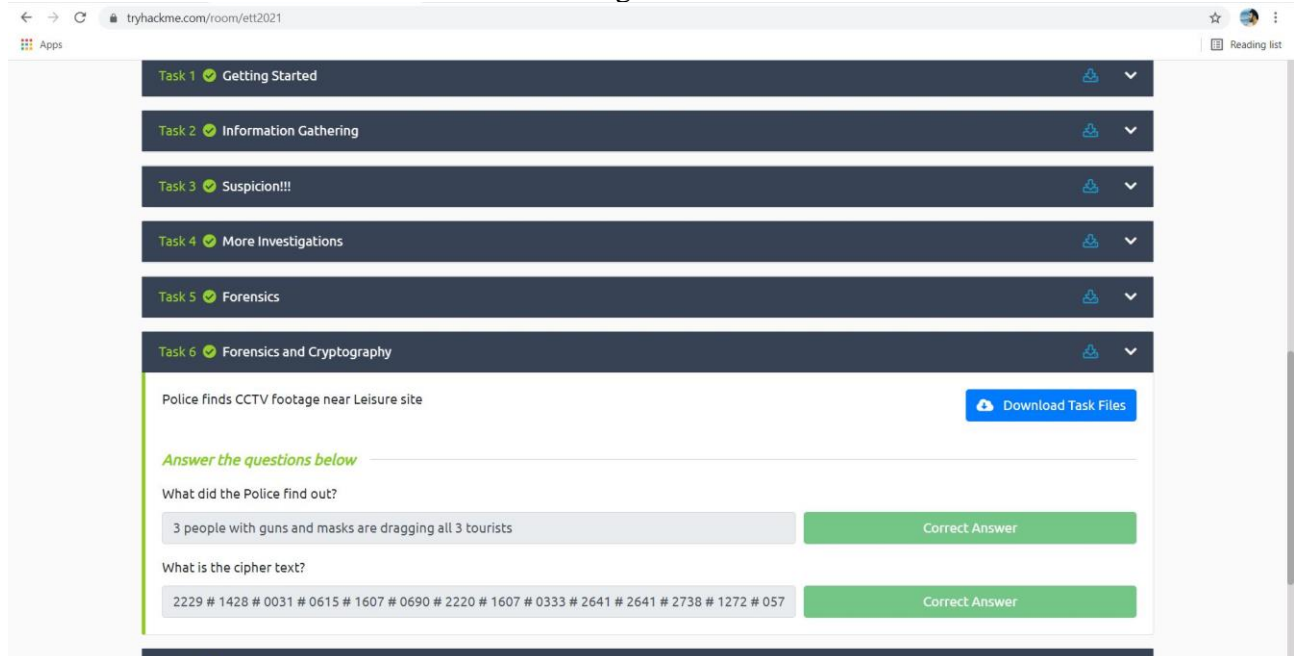


Figure 18

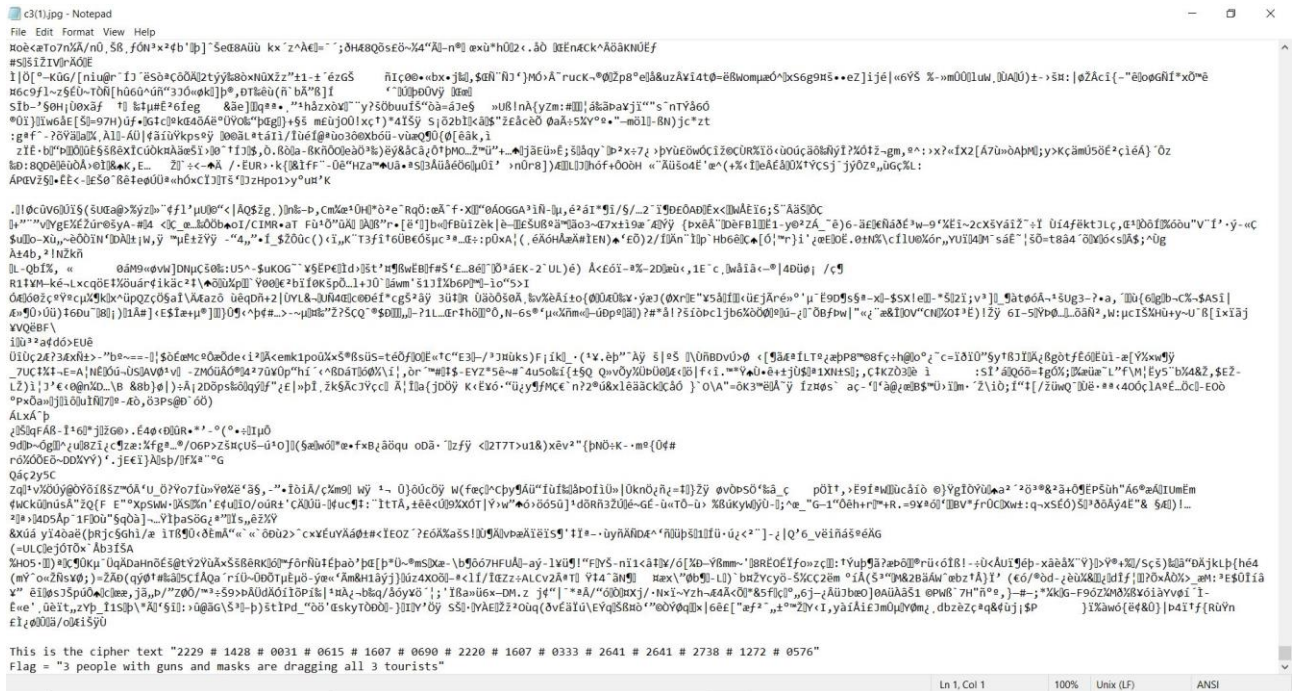


Figure 19

## Task 7

Software comes handy in search of the lost tourists in this task. Using the information from the above tasks, this needs to be completed in cryptool. We have hid the information needed to decode the cipher text using RSA. This will be used as the password for an email address later on.

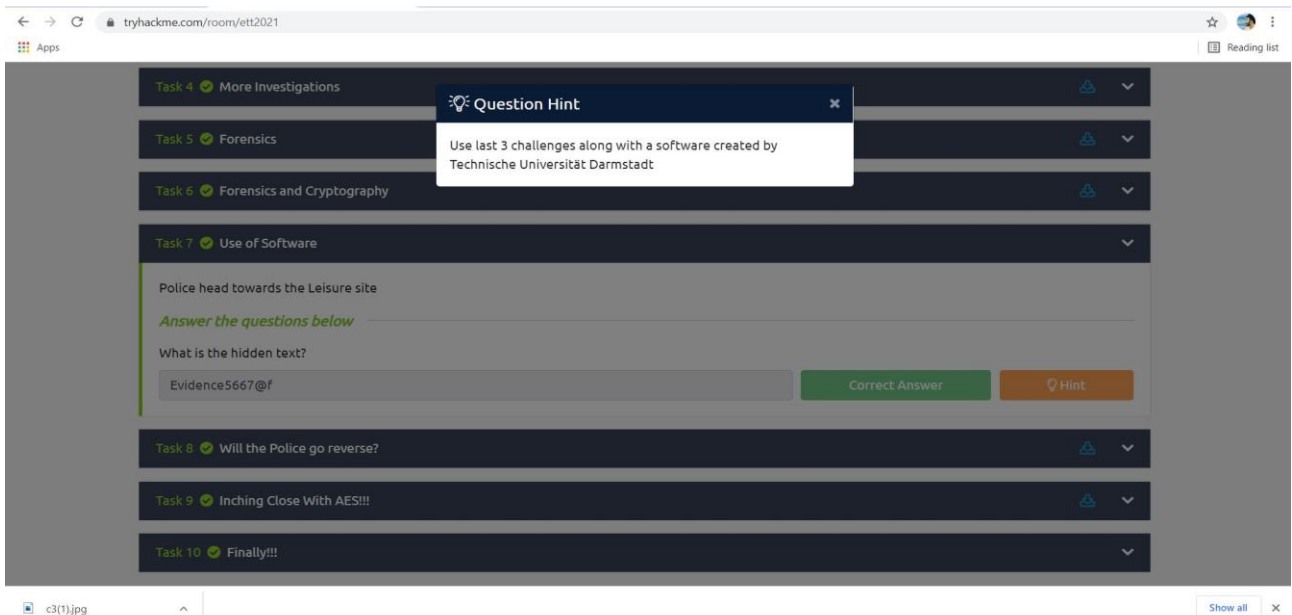


Figure 20

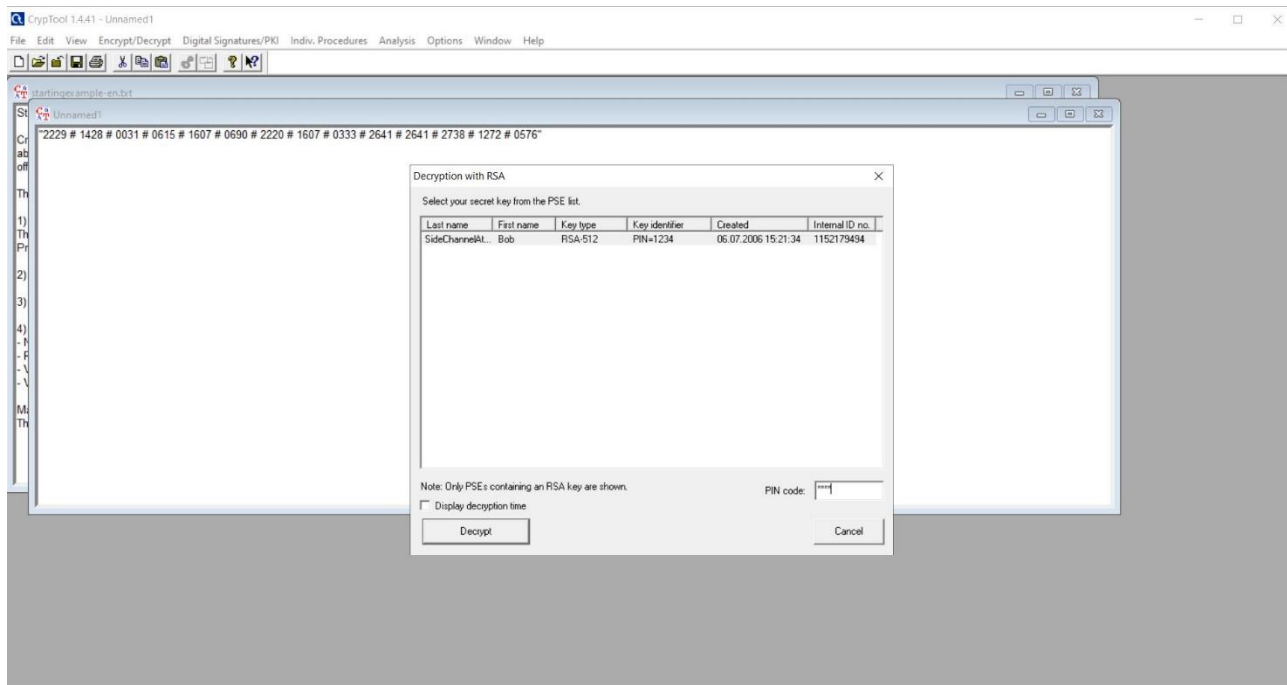


Figure 21

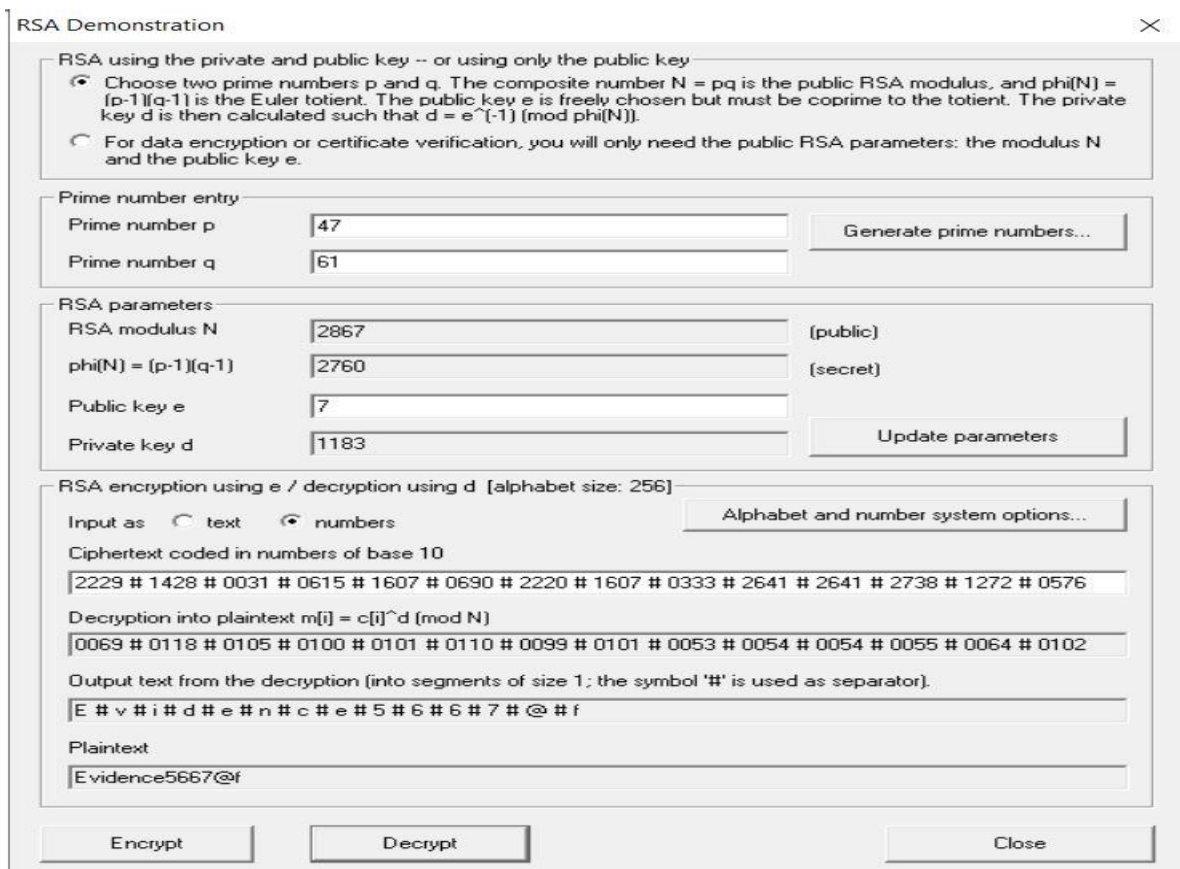


Figure 22



## Task 8

Investigations will continue and police finally finds out the location where the hostages are kept. Using a software named Inkspace, we have generated a code which needed to the task. It is named a g code and it uses in CNC machines. To get the answer, file needs to be downloaded and use the command nc filename in terminal to get the g code. Then, it needs to be copied and insert in to nc viewer tool to get the answer. It reveals that they kept somewhere in the gift shop.

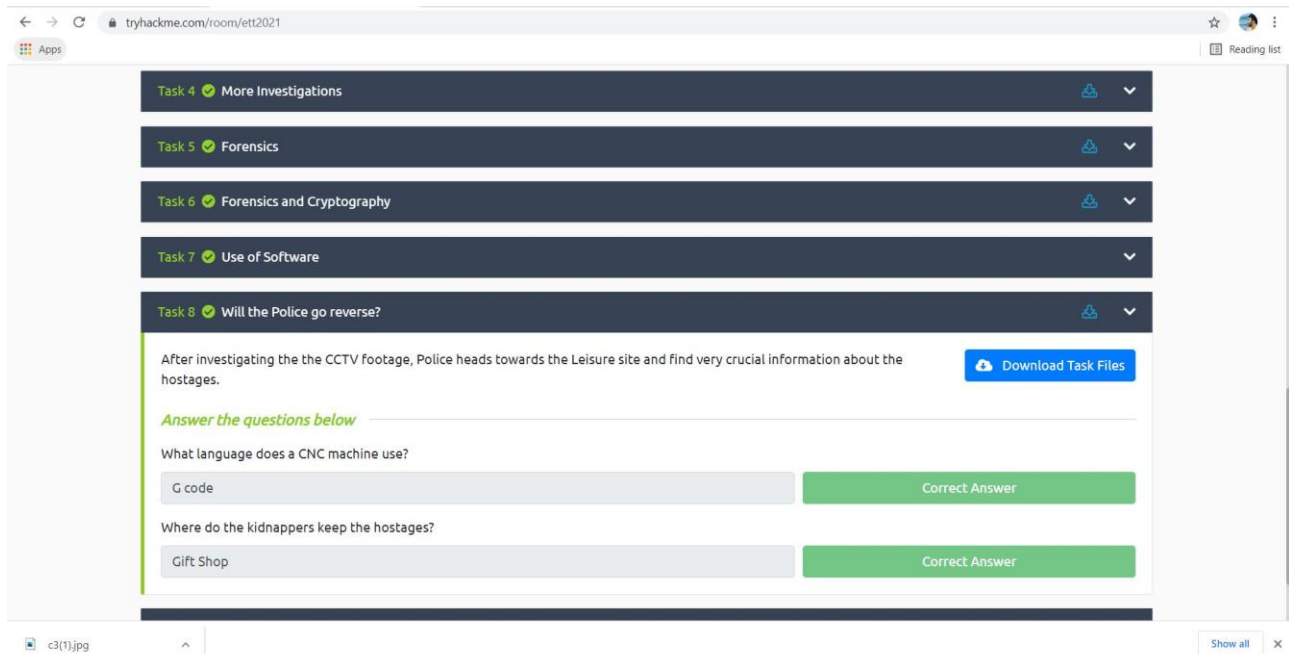
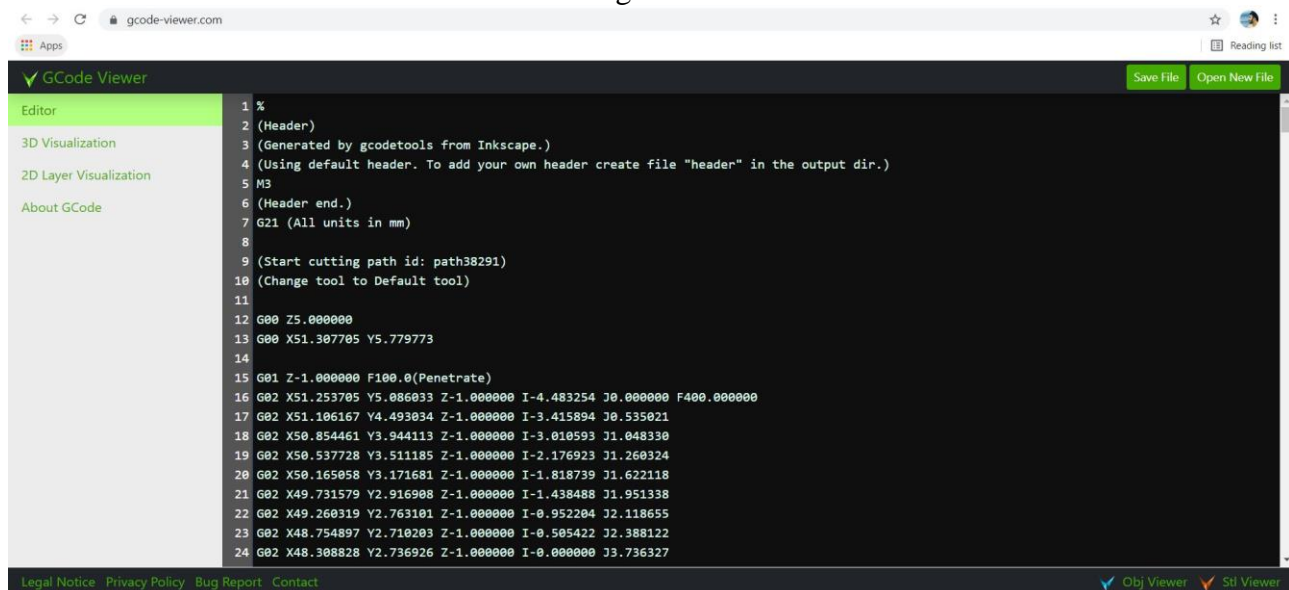


Figure 23





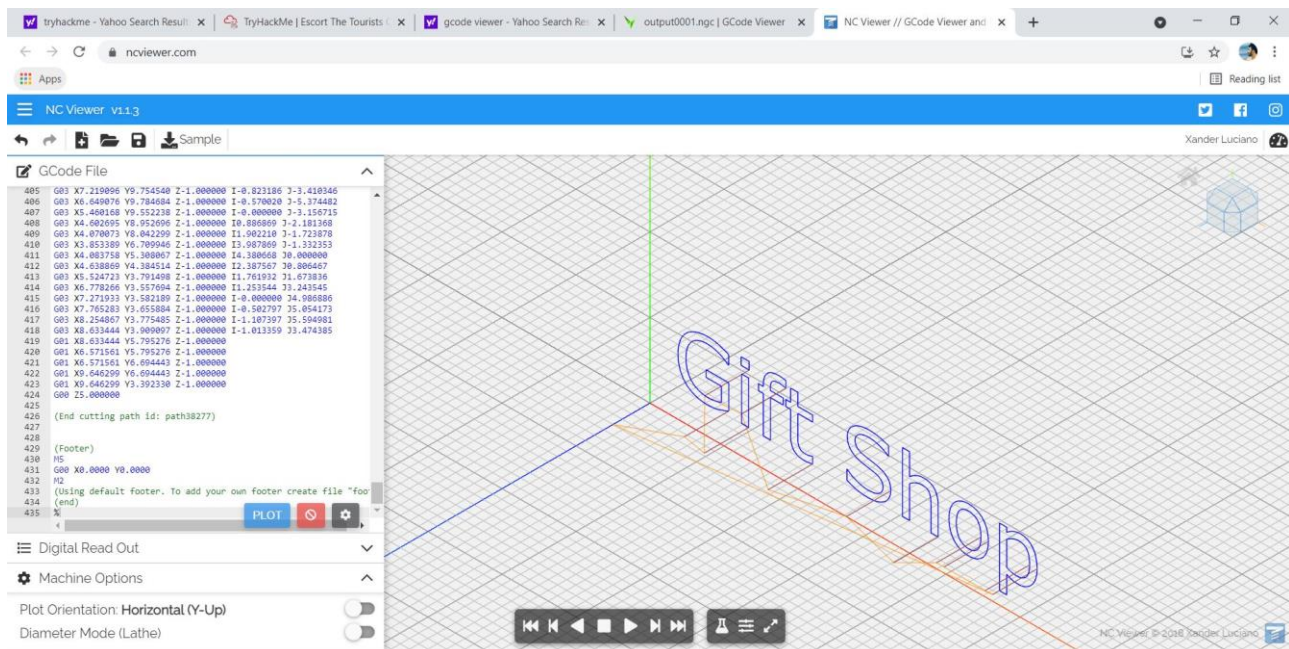


Figure 25

## Task 9

To identify the kidnappers, police finds a email address of a hostage and trying to log in to it just see if they can get some information. We use the above mentioned answer as the password. Email address is encrypted using AES and a hint is given to get the key.

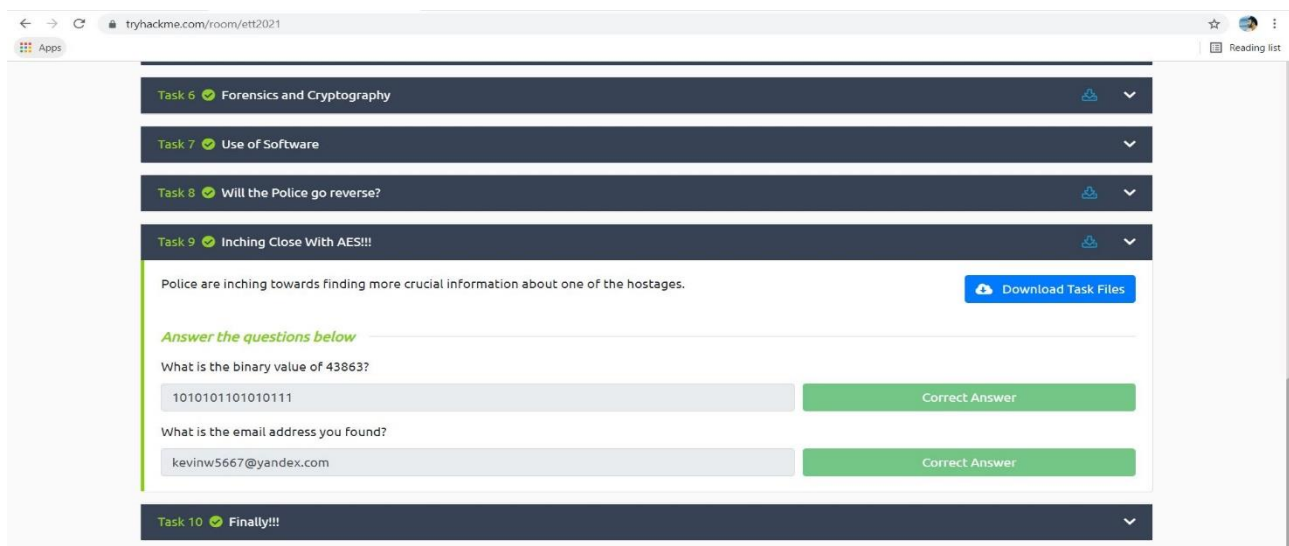


Figure 26

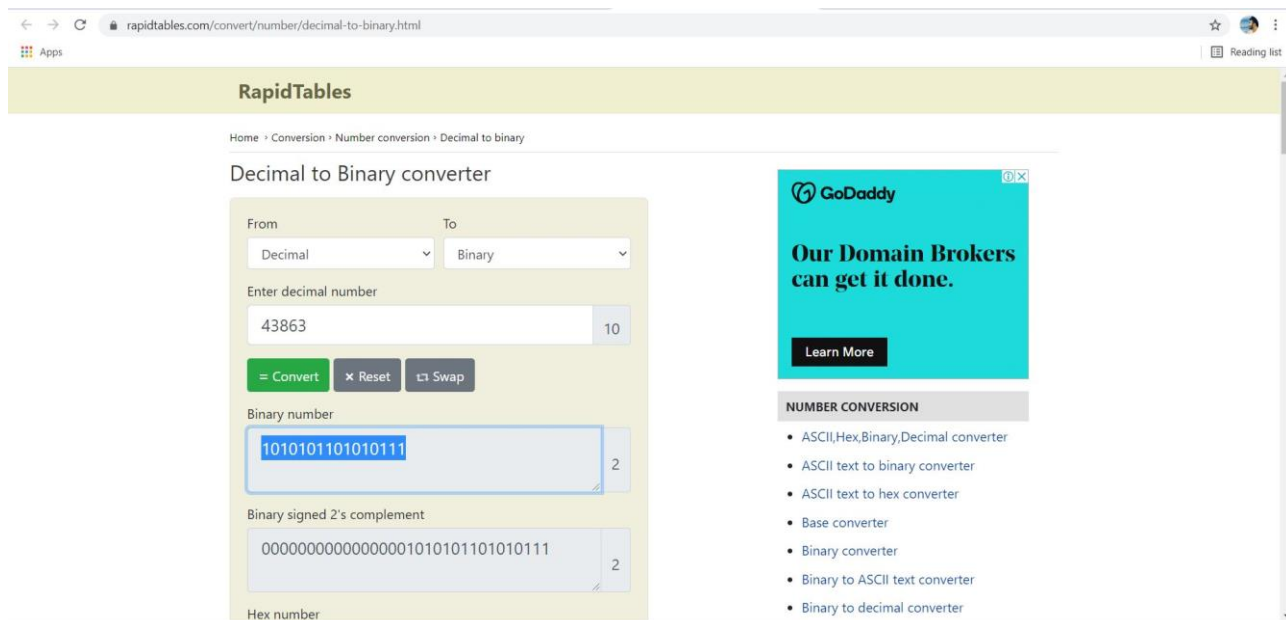


Figure 27

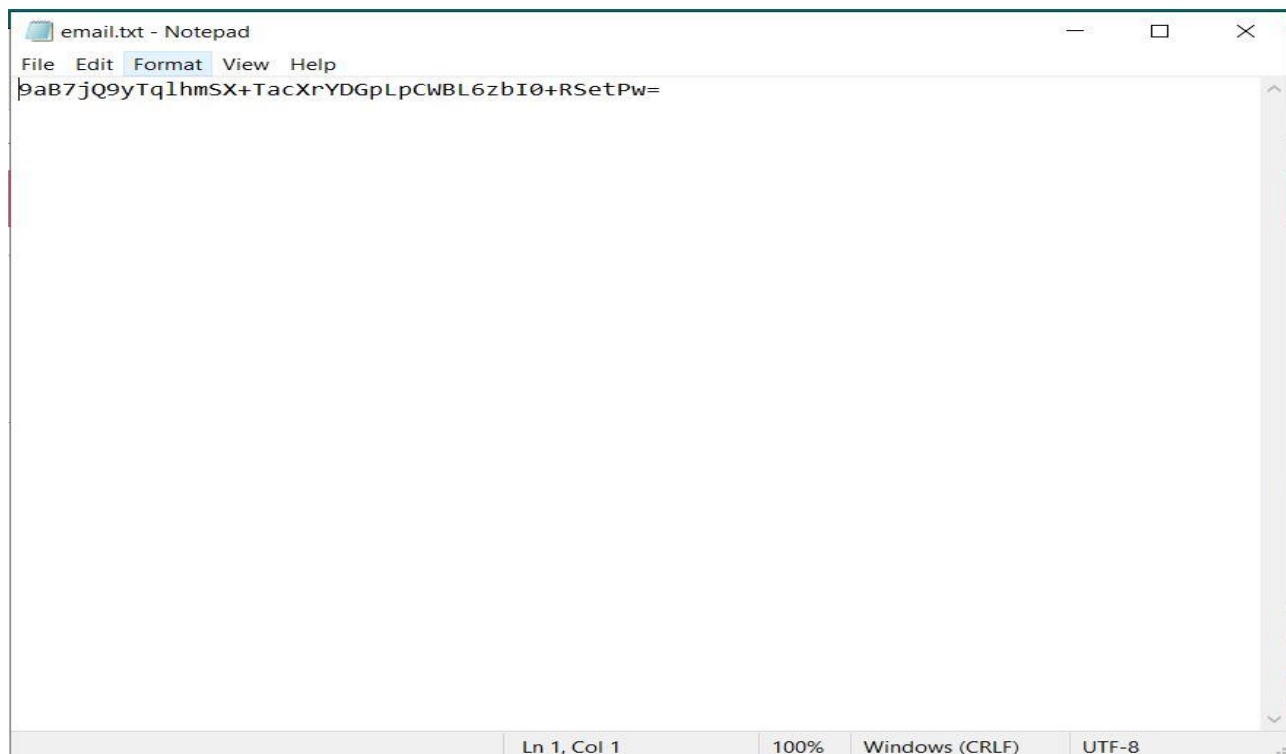


Figure 28

javainuse.com/aesgenerator#:~:text=Online%20AES%20Encryption%20and%20Decryption%20tool%20Advanced%20Encryption,secret%20key%20is%20used%20again%20to%20decrypt%20it.

Apps Reading list

Home Java Spring Angular Full Stack Apache Camel Cloud Frameworks Messaging Drools Search Engine Hazelcast DevOps Webseries Crypto Tools

### AES Decryption

**Enter Encrypted Text to Decrypt -** 9aB7JQ9yTqlhmSX+TacXrYDGpLpCWBL6zbi0+RSetPw=

**Input Text Format** Base64

**Select Mode** ECB

**Key Size in Bits** 128

The AES Encrypted String which we want to decrypt

Specify if input format is in Base64 encoded format or Hex Encoded format.

AES works in 2 modes - CBC and ECB mode.

**CBC (Cipher Block Chaining)** requires Initialization Vector(IV) to make each message unique. Using IV we randomize the encryption of similar blocks. So any identical plain text blocks will be encrypted into dissimilar cipher text blocks.

**ECB(Electronic Code Book)** encryption mode does not need the IV for encryption. The input plain text will be divided into blocks and each block will be encrypted with the key provided and hence identical plain text blocks are encrypted into identical cipher text blocks.

**The input can be of 128 bit or 192 bit or 256 bit**  
So if key size is 128 then "aesEncryptionKey" is a valid secret key because it has 16 characters i.e  $16 \times 8 = 128$  bits

email.txt output0001.ngc c3(1).jpg Show all

Figure 29

## Task 10

After logging to the email address, police will be able to reveal the identity of the kidnappers and the reason for the kidnapping. We have added an email with an attachment to find these information after login in to the email account.

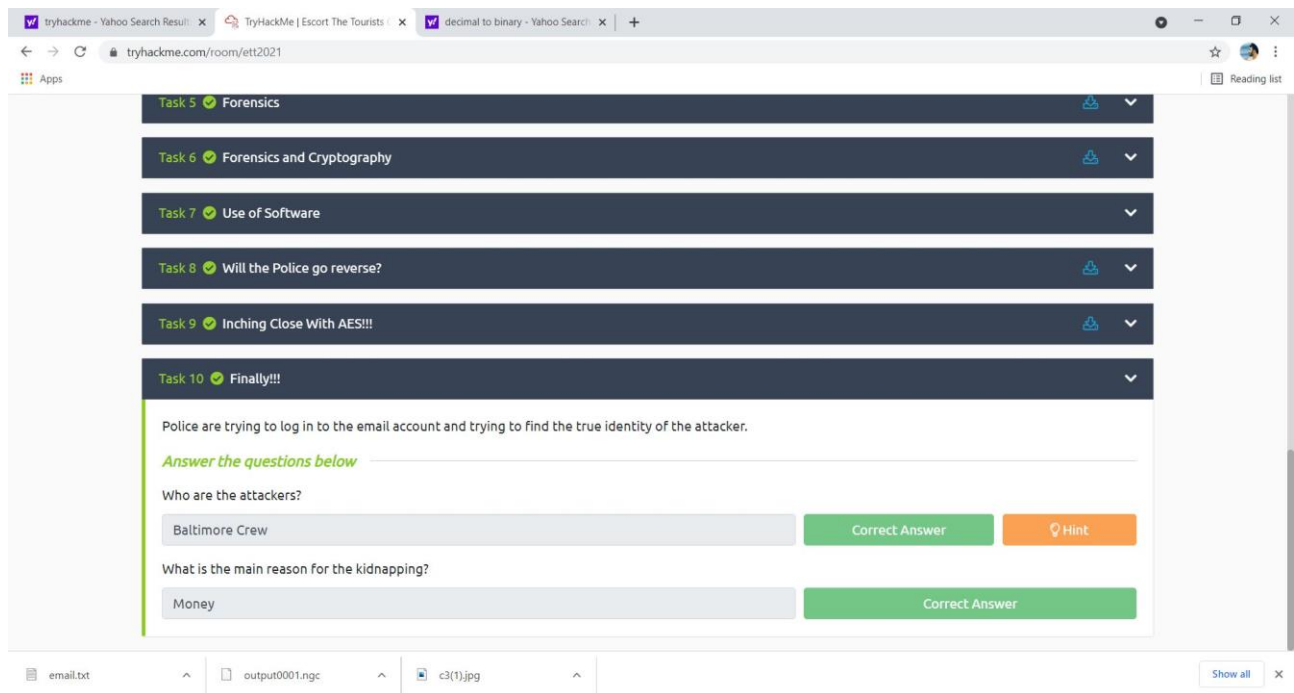


Figure 30

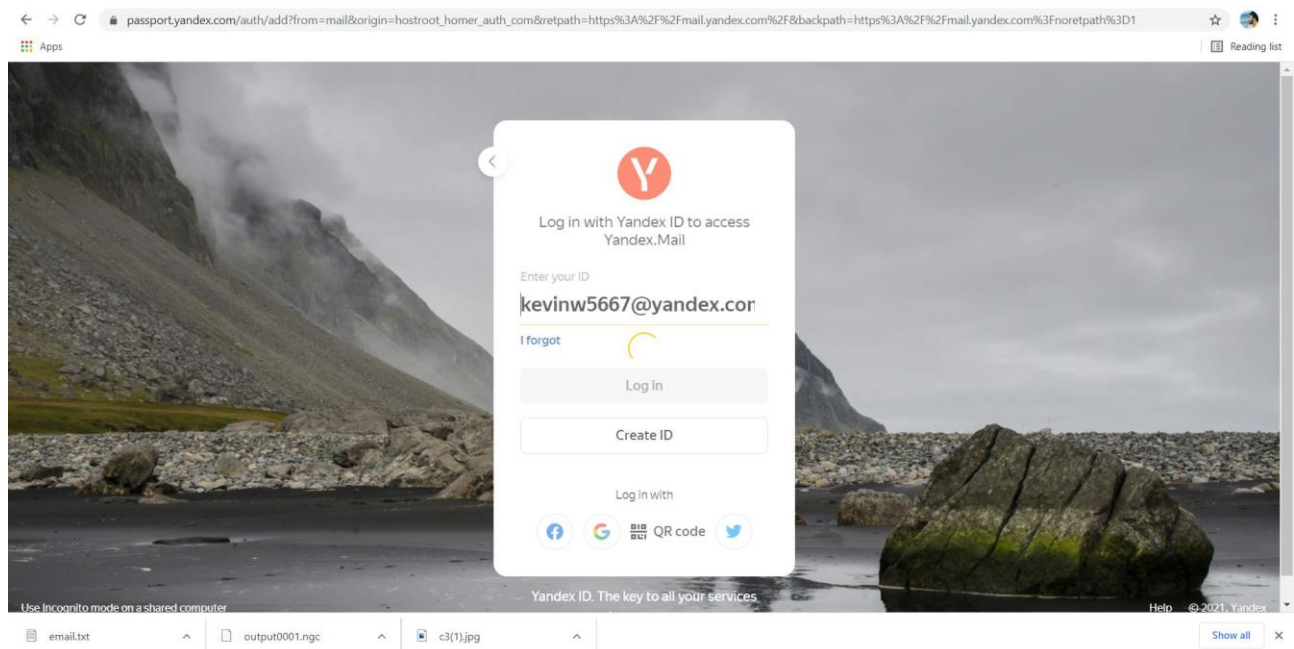


Figure 31

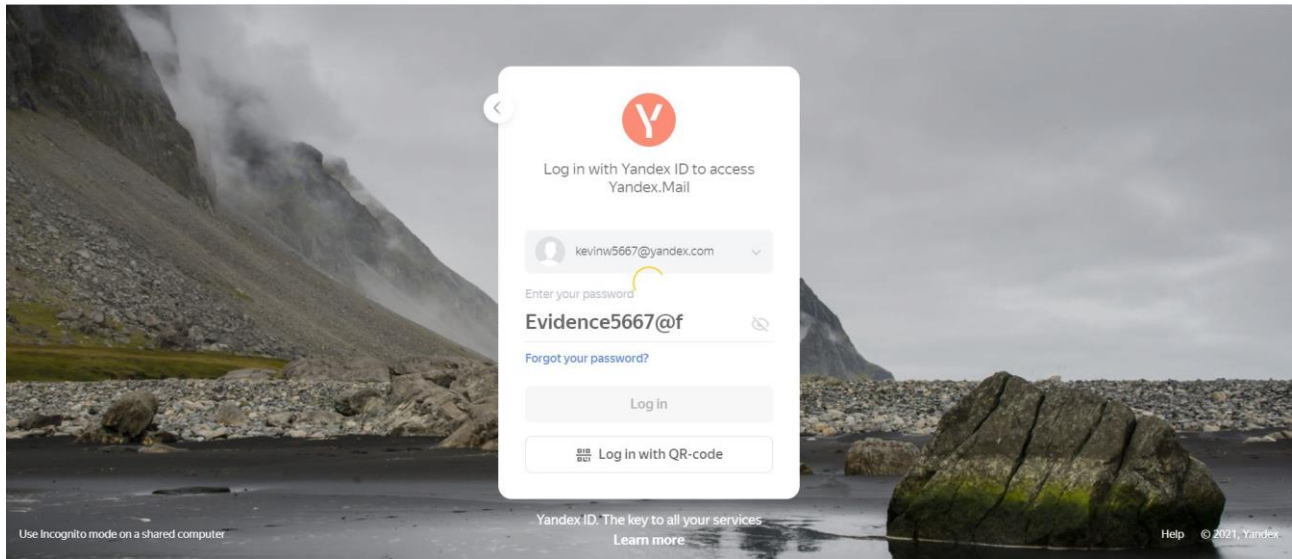


Figure 32

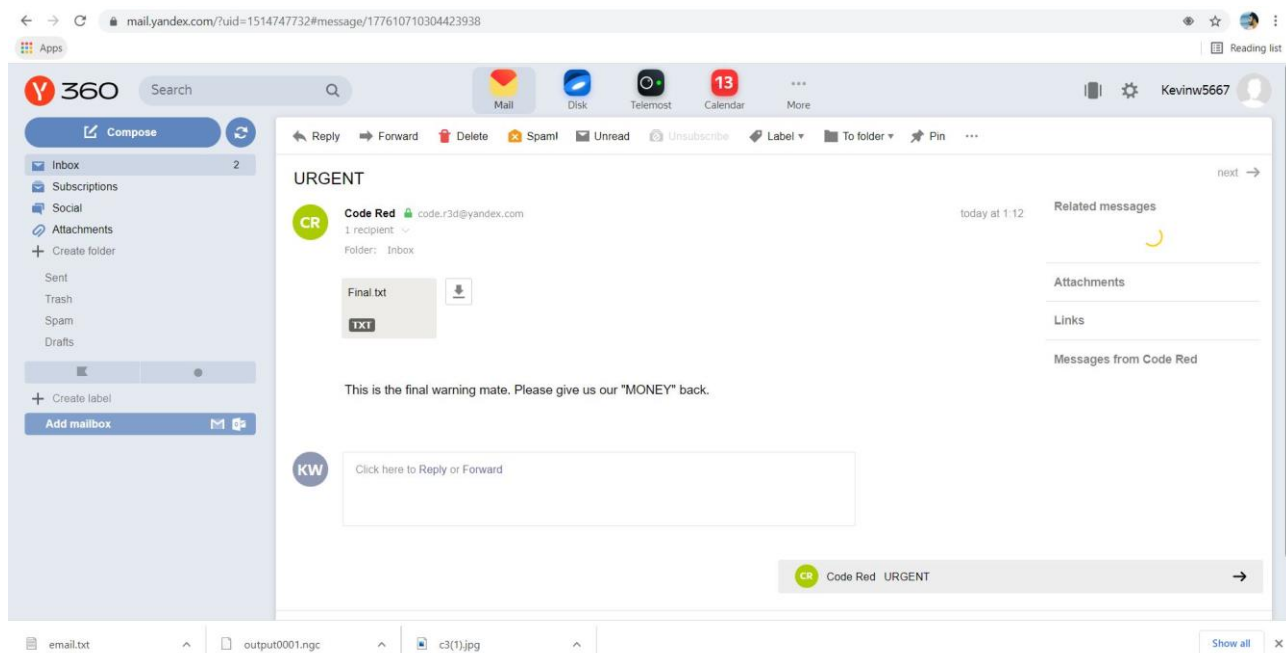


Figure 33

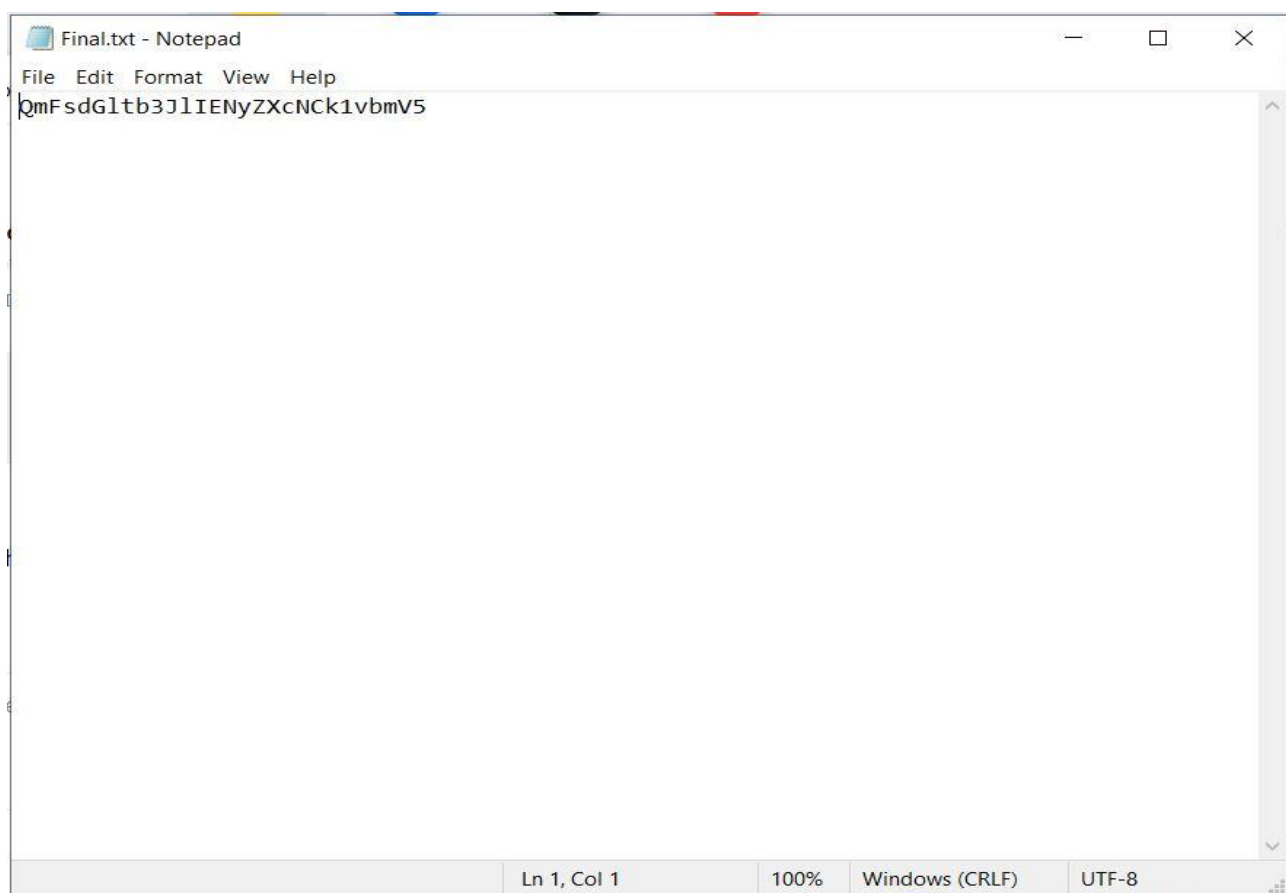


Figure 34

## Decode from Base64 format


Simply enter your data then push the decode button.



QmFsdGltb3JlIEYyZXcNCK1vbmV5

 For encoded binaries (like images, documents, etc.) use the file upload form a little further down on this page.

ASCII  Source character set.

☐ Decode each line separately (useful for when you have multiple entries).

 Live mode OFF Decodes in real-time as you type or paste (supports only the UTF-8 character set).

 **DECODE**  Decodes your data into the area below.

Baltimore Crew  
Money

Figure 35

