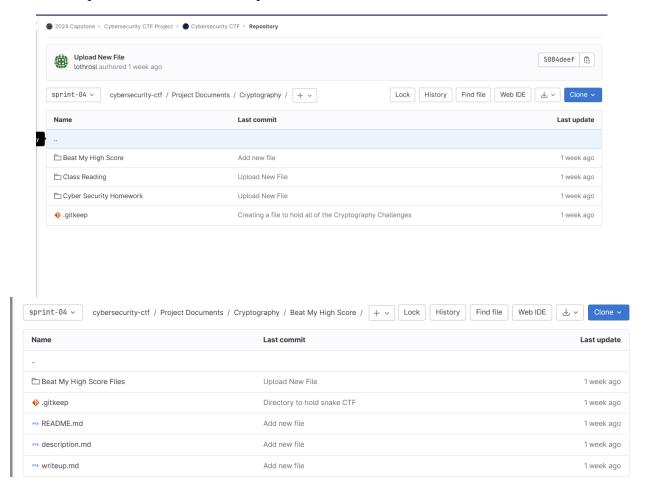
# **Design Model of Documenting Challenges**

#### Introduction

Each new challenge needs to be documented and organized into GitLab so that there can be some understanding from competitors about what the challenges are after the competition is over. Along with that with keeping/maintaining a organized GitLab we can expand the longevity of the project by passing it down to the Cyber Security Club to host their own competition. For documenting each challenge there are four main requirements: all the files that are used to make the CTF, a README.md, a description.md, and a writeup.md. Together these create the design model of the documenting challenges.

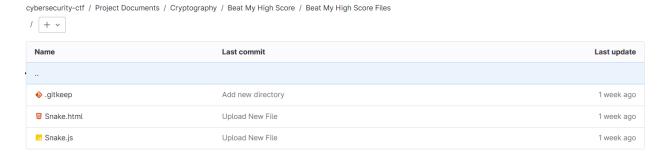
### Challenge

For each challenge a new directory within the directory of its rightful category is made within the sprint branch at the time of creation. The directory title is the name of the CTF challenge. This will be the spot that holds all of the required attributes listed above.



### **Files**

Each challenge will then have a subsequent directory of files/commands that are needed to enact the challenge. This directory will have the title of the challenge plus files for easy understanding as seen above.



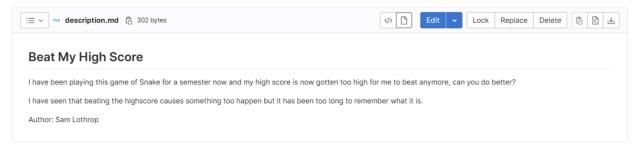
### **README.md**

Each challenge also has a quick brief summary of what the problem is (categorically), its difficulty, and a brief hint towards the solution that doesn't blatantly say it. As in the example below.



## **Description.md**

This is a small bit that is how the challenge will be presented to the user through the competition, normally it is witty and has something to do with the theme of the event although it doesn't have to be. This description will help give a general feel for what the challenge is asking the participant to do to find the flag.



### Writeup.md

Writeup.md is the solution to the problem that identifies the key aspects to the puzzle that allow the participants to solve the challenge. If the problem has more than one solution, make sure to include all of them. The solutions should be easy to follow, so that players of all skill levels will be able to follow along to eventually find the flag.

