

Codebook

Category	Code	Explanation	Example
reasons for mistakes	unintentional overlook or forgetting critical elements	inadvertently failing to notice or remember important components or aspects of a situation, task, or problem	"Oh! I never put the part three function in here, it goes directly from... sorry, that was the mistake"
reasons for mistakes	unaware of approach	lack of knowledge or understanding regarding the method or strategy to be employed in a particular task	"I kinda know how heap works, I do not know the techniques for exploiting heap though, so that's why I am going, basically, step by step to figure out what I have to do."
reasons for mistakes	over-complicated	burden solution with excessive complexity beyond what is required or beneficial	"I'm probably doing this the hard way... I'm pretty sure, like, triple rop chain is not the way they wanted me to do this..."
reasons for mistakes	inconsistent hand	refers to typographical, copy/paste, and user input errors (e.g. saying one thing and typing another)	"I actually fat-fingered this... I have no idea how this happened! like, I magically reverted a bunch of stuff, didn't I?..."
reasons for mistakes	lack of focus or attention	difficulty in concentrating or maintaining mental awareness on a particular task or activity	"I did look at man, and I still failed..."
reasons for mistakes	improper use of tools	incorrect use of tools due to lack of knowledge and/or experience resulting in mistakes	"Maybe, there's a way to undo what I just did, which was to delete all the flagspaces... I thought, I was just un-selecting them..."
reasons for mistakes	fatigue	refers to physical or mental exhaustion resulting from prolonged activity or lack of rest	"I'm operating on not enough sleep and very much failing to do math in my head right now"
fixing mistakes	setting expectations	communicating standards regarding what can be anticipated or achieved in a given situation or task	"I should be able to write to those addresses..."
fixing mistakes	making and testing hypotheses	formulating educated guesses or assumptions about a given situation or problem and testing their validity	"7x... no, I missed it. Did I go one too far?... Maybe, it's 6... 6x... no"
fixing mistakes	exploit debugging techniques	methods and strategies used to identify and troubleshoot issues in the development or execution of exploits	"I wanted to find something with a side effect, basically... it's a pretty standard thing when debugging the exploit"
fixing mistakes	using online resources	searching online references and/or documentation to assist with writing and debugging exploit	"The great Google has all the answers!"
fixing mistakes	trial and error	repeatedly attempting different solutions to a problem until a successful outcome is achieved	"Okay, so this rather took me couple of tries to actually figure out."

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fixing mistakes	anticipating problem	identifying potential challenges that may arise in a given situation or process before they occur	"Oh! I did not pop this into ebp, so this might fail... this will fail..."
avoiding mistakes	being organized and exercising good practices	maintaining a systematic and structured approach to tasks or activities, while adhering to certain principles for optimal performance	"It's always just good to get into the habit of making sure that you're synced up in what you're sending and what you're receiving"
avoiding mistakes	future-proofing code	developing exploit in a way that anticipates and accommodates potential future changes or updates	"I want to future-proof my code against interacting with any other functions that I might write"
efficiency increasing strategies	avoiding time-intensive and unnecessary actions	minimizing or eliminating tasks or processes that consume excessive time without adding significant value in order to be more efficient	"Back to brute-forcing. Why? because it's quicker"
efficiency increasing strategies	filtering out not-so-relevant information	disregarding details that are less pertinent or important to a particular decision-making process	"Hopefully there's some number of A's I can crap all over this thing, and it will crash in the way that I want instead of in the function that I really don't want to look at..."
efficiency increasing strategies	relying on past experience	drawing upon previous knowledge or skills gained from prior situations or encounters to inform current decision-making	"I think there will be an error that this is not there, but we should get sh, this is a trick I learned from CTFs..."
efficiency increasing strategies	realizing potential improvements	identifying and acknowledging opportunities for enhancing efficiency and effectiveness within a process or situation	"I remember seeing the pwntools one [option] in these CTF solved recently, and I'm like: wow! I wasted a lot of time on that challenge!"
efficiency increasing strategies	using shortcuts or novel ideas	employing more efficient methods or new approaches to solve problems	"Let's just try this for speed... Is there any way that's gonna work? Oh, awesome. It works. How did that work? I'm not gonna question that."
tools and tactics	using various techniques	ability to employ a diverse range of methods and approaches to accomplish a task	"We'll use the trick from last time. I like that cat trick. You know what, let's do it differently this time just for the viewers amusement"
tools and tactics	tool shortcomings	limitations and deficiencies inherent in a particular software application	"This is the other thing about Radare, like... I don't know how to find just a basic..."

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streaming interactions	collaborators and individualists	refers to two groups of people: those who prefer to engage with their viewers, leveraging collective brainstorming to achieve their goal, and those who prefer to work independently, relying on their own abilities and expertise to solve problems	"Wait! The compilation failed? but I had ampersand ampersand... oh! you're right!"
streaming interactions	realizing mistake while educating	recognizing errors while educating the audience	"I don't think that would work, now that I'm talking it through..."
streaming interactions	streaming demands	expectations placed on streamers broadcasting their content over the internet (e.g. creating a positive environment for their audience)	"I was trying to be fancy, but my code wasn't working, so I'm not doing that anymore, I'm just writing directly now."
streaming interactions	learning on-the-go	acquiring knowledge and skills, or insights in real-time while actively engaging in tasks, experiences, or situations	"Learning so much on this stream... I don't usually... try hard, super hard, unless it's an actual CTF. A lot of times I'll do things, like... working on solving something and kind of taking my time and learning as I go..."
emotions and attitudes	frustration	feelings of annoyance, disappointment, or agitation that arises when individuals encounter obstacles or setbacks that impede their progress or goals	"It's a lot of debugging on exploit..."
emotions and attitudes	negative self-talk	when individuals undermine their own abilities, worth, or potential	"I'm so dumb..."
emotions and attitudes	under-estimating	underestimating the challenge or any obstacle that rose while solving the challenge	"Well, you think this problem is gonna be easy and it's so isn't..."
emotions and attitudes	relying on luck	hoping to achieve a desired outcome by chance, rather than by effort	"So save that, run it, and just cross our fingers and hope we get a string in the memory."

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