A note:

I started building server software for this game by using the same method I used for figuring out the encryption algorithm (i.e. reconstructing the function flow path). However, I stopped after awhile as I had well exceeded the time for this project and I needed to direct my attention elsewhere.

To view:

If you wish to view my client/server code I began creating, take a look here:
https://github.com/uiucseclab/hoynoski/tree/master/Game%20Cracking/Crack%204