

PA197 Secure Network Design Course Projects info

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Course projects

- Czech students
 - **option to choose** between:
 - the **CIPHER game** (*Capture the Flag*)
 - a **theoretical&practical assignment**
- abroad students
 - have to participate in the **CIPHER game** (*Capture the Flag*)
- **my recommendation:**
 - participate in the CIPHER game 😊

Course projects – theoretical&practical assignment

- assignments:
 - see the *Topic lists* (in the MU Information System) under the PA197 course agenda
 - choose *Projects* section
 - choose the assignment which suits you best
 - currently just a single one available
- expected outcome:
 - implementation and/or theoretical report on the assigned topic
 - should cover ca 16 hours of work

Course projects – CIPHER game I.

- overview:
 - teams of at most 3 students (chosen by us)
 - each team will be provided with a running (and all the same) VM instance
 - several services running
 - some of them are vulnerable to hacking
- basic scoring rules:
 - each team has to maintain & run its services (penalties for downtime)
 - each team has to hack services of the other teams
 - each team could fix its own services not to be vulnerable any more
 - a *central gameserver* monitors the whole infrastructure
- expected outcome:
 - a position & score as reported by the gameserver
 - a written report describing the (successfull / unsuccessful) steps of hacking (ca 4 hours of work)

Course projects – CIPHER game II.

- what about the times & dates?
 - most probably two runs/dates
 - each run will last around 10-12 of night hours
 - **which night of week do you prefer?** 😊
- the dates will be provided in the projects agenda of PA197 as well
 - hopefully in the beginning of the next week
 - feel free to choose the date you prefer