

LEVEL:	Middle School/High School
NUMBER OF TEAMS:	One (1) team per school can participate at the MESA Day state competition. Up to three (3) teams can participate at MESA regional events. Subject to change.
TEAM MEMBERS:	Two (2) to Six (6) members
OBJECTIVE:	Students will participate in teams to solve a cyber crime using virtual and physical clues.
	Teams will need to solve cybersecurity problems to find the perpetrators.

RESOURCES:

URL: Coming Soon

SKILLS: These are the overarching skills. More may be added to the competition as the year progresses.

- Cryptography
 - Cracking MD5
 - o Base64
 - Hex Encoding
- Linux basics
 - Basic Command line commands like:
 - ls
 - ls la
 - cat
 - pwd
- Networking Basics
 - Knowing how networks are laid out
 - Knowing how computers are connected to them
- OSINT (Open Source Intelligence Gathering) the collection, analysis, and dissemination of information that is publicly available and legally accessible.



TESTING PARAMETERS:

- 1. Team members will work as a team.
- 2. Teams cannot use cellphones or other electronic devices to solve puzzles.
- 3. Teams will register on the website with their school name. Teams will be assigned an anonymous pseudonym during the game.
- 4. Teams will have 90 minutes to solve the crime.
- 5. Teams will be given a packet of information and access to a website.
- 6. Teams will work with the information packet and website to solve the mystery.
- 7. Teams will be scored on the time taken to solve the mystery.
- 8. Ties will be broken based on **accuracy** racy percentage of inputs. Teams with the higher accuracy will be awarded the higher place.

DEFINITIONS:

- MD5 Message Digest Algorithm. A one-way cryptographic function that accepts a message of any length as input and returns a fixed length value to authenticate the original message. It is a way to make sure a message isn't corrupted.
- Base64 A binary to text encoding scheme to represent binary data. Since computers talk in 0s and 1s, this is a method to more easily display binary information in a shorter way.
- Hex Encoding A numerical system using numbers and letters to encode data. It is similar to Base 64.
- Linux Linux is a text based operating system, A list of basic commands can be found here: <u>https://www.freecodecamp.org/news/the-linux-commands-handbook/.</u>
- OSINT Open Source Intelligence. Intelligence produced by collecting, evaluating and analyzing publicly available information with the purpose of answering a specific intelligence question. It is looking for clues to solve a problem.

JUDGING

- 1. Teams will be given a packet of information and one computer/laptop.
- 2. Teams will be told the scenario that they are investigating.
- 3. Teams will use the packet to discover clues and solve problems on the computer.
- 4. The answer from one question will lead teams to the next puzzle to solve.
- 5. Teams will finish when they have answered between 8 (eight) and 12 (twelve) puzzles and discover the perpetrators and/or location of the perpetrators of the crime.
- 6. All judgeable items will be done on the computer.

SCORING

- 1. Teams will be scored on the time it takes to finish the challenge.
- 2. In the event of a tie, the percent accuracy of solving the challenges will determine the winner.