Event Name: Cybersecurity Escape Room

Overview:

Participants will engage in an innovative and interactive Cybersecurity Escape Room, solving three progressively challenging levels. Each level requires participants to demonstrate problem-solving, technical, and creative skills. The challenge involves uncovering hidden clues, analysing code, and cracking puzzles, all while working under time constraints and limited resources.

This escape room combines story-driven scenarios with technical cybersecurity tasks, making it both engaging and educational.

Levels:

1. Level 1: Password Decryption

- Participants are given a webpage where they need to find and decode a password to submit it in a form.
- Correct submission redirects participants to the next phase of Level 1, where they must navigate through 50 different links to find the correct one.
- Using the code from the previous phase, participants proceed to the final phase of Level 1, where they need to solve clues to uncover the actual code to unlock Level 1.

2. Level 2: Phishing Mails

- After completing Level 1, participants proceed to Level 2, where they are presented with a series of emails.
- They must analyse the emails to identify phishing attempts and submit their findings to progress.

3. Level 3: Crack the Code, Save the Files, and Escape! (Offline)

- Participants need to uncover a 4-digit code.
- Each digit is hidden within a puzzle that participants must solve.
- Solving all puzzles to find the final code marks the end of the game.

Guidelines:

- 1. Internet 🔽
 - Participants may use the internet for assistance but must rely primarily on their skills, logic, and provided clues.
 - Clues may be embedded in tasks, files, or on-screen elements.
- 2. Collaboration 🔽
 - Teams of 2–4 participants will work together to solve challenges.
- 3. Time Limit 🔽
 - \circ The entire escape room must be completed within 2 hours.
- 4. Hints 🔽
 - Hints will be available to participants.
 - $_{\odot}$ Teams that take hints will lose 1 point per hint from their total score.

Judging Criteria:

- 1. Correct Submissions (40%)
 - Accuracy and correctness of solutions for each level.
- 2. Time Management (35%)
 - Teams completing challenges faster earn bonus points.
- 3. Viva (25%)
 - Logical reasoning and approach to solving the puzzles will be assessed.