**Introduction**

A virtual reality simulation where the players are encouraged to study cybersecurity related questions by playing a game inspired by wave-based shooters.

**Purpose**

This game is created with the purpose of educating more users about cybersecurity to prevent more cases of scams and phishing.

**Software/Hardware**

Unity

**Development**

Generating Cybersecurity Questions -> Analyzing the data to render onto a web page where the user can access their player data such as their strongest and weakest topics.

**Future Implementation**

- Prediction
  - Predict how well player will do on specific cybersecurity question based off of demographic survey that they filled out
- Use Unity to send HTTP request to Flask API and integrate the recommender system in flask server
- Call OpenAI's API to generate cybersecurity questions based on the recommender system

**Risk of the Internet**

- Stolen personal info due to phishing schemes such as:
  - Clicking on a suspicious email link
  - Answering hacked social media accounts
  - Weak passwords capable of being guessable
  - Data breaches from numerous websites that have your information

**Process**

Every wave prompts the player with a question that may give them various upgrades if answered correctly.

Important data is collected each time a question is answered:
- **Duration**: amount of time taken for player to answer in seconds
- **Correctness**: evaluate if player has correctly or incorrectly answered a question
- **Cybersecurity Category**: specific category associated to the question asked to the player

Each question is logged under a unique user in a JSON file:
- JSON file was then used to analyze the data through graphs and place a recommender system for which topics of cybersecurity the player should study more