Cyber Dynasty
Dangerously Fun

Cyber Dynasty is a video game designed to teach cybersecurity concepts in an entertaining and engaging fashion. We designed Cyber Dynasty as an isometric mobile strategy game where a player constructs various defenses to protect a network from malicious threats while gathering resources to help improve these defenses. The player must use tools such as firewalls, intrusion detection systems, and blockchain to effectively and efficiently defend their network while gathering much needed resources. The result is a prototype game that shows the promise of using video games to educate the population on these important concepts.

Abstract
Cyber Dynasty is a video game designed to teach cybersecurity concepts in an entertaining and engaging fashion. We designed Cyber Dynasty as an isometric mobile strategy game where a player constructs various defenses to protect a network from malicious threats while gathering resources to help improve these defenses. The player must use tools such as firewalls, intrusion detection systems, and blockchain to effectively and efficiently defend their network while gathering much needed resources. The result is a prototype game that shows the promise of using video games to educate the population on these important concepts.

Results
The game provides a framework that is easily updated and can later be expanded with multiplayer functionality, achievements, more buildings, more units, etc. It was designed using the Unity3D game engine.

Engine and Language
• Unity3D Game Engine
• C# with MonoDevelop Library
• JSON Framework

Core Design
• Core game with player controlling a network and units that interact with the player
• Educational level focuses on teaching how different security attacks work

Modularity
• Design allows for new elements to be created easily
• New buildings can be added that interact with the player network
• New and challenging attacks can be added for even more replay ability

Metrics
Questions
Was the game fun?
Did you learn anything about cyber security?
Was the game easy to use?
Are the mechanics understandable?

8/10 students polled enjoyed the game and were looking forward to playing more!
2/2 company sponsors really enjoyed the project!
For further metrics we plan on using the built-in rating systems that are available through the Android and iOS stores.

Impact
The focus of the project was to create a framework to teach cybersecurity concepts to the public. Whether it was those with experience or those new to the field, we look to provide a fun and educational experience for all. The game was designed with the idea of having the highest mobility for the user and has a main focus on the Android and iOS platforms but was also developed to run on PC, Mac and Linux standalones.