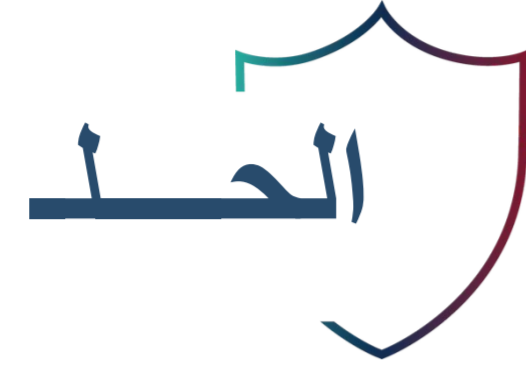


اسم Ransomware Game

اسم الفريق: Group 9



We divided tasks based on strengths - one handled the game structure, another worked on encryption, and another tested and debugged the system. By using event loops, flags, and teamwork, we were able to create a working simulation that mimics real-world ransomware behavior in a safe environment.



We designed a ransomware simulation game using Python and Pygame to raise awareness about how ransomware works. The game starts with a welcome screen, followed by a maze-style treasure hunt. Once the player wins, the game triggers file encryption using the cryptography library. A puzzle is presented, and if solved correctly, the file is decrypted and its original message is displayed. Each team member contributed to different tasks such as game design, encryption logic, and user interaction.



Integrating file encryption within a real-time game was technically difficult. We also faced issues with importing modules like pygame and cryptography, handling smooth transitions between game stages, and managing game flow alongside terminal input. Ensuring the simulation was both safe and educational added to the complexity.



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