ipv6 - Task #6405

Create a new IPv6 game (working title: IPv6 treasure hunt)

01/26/2019 12:52 PM - Nico Schottelius

Status:	Rejected	**Start date:**	01/26/2019
Priority:	Normal	**Due date:**	
Assignee:	Nico Schottelius	**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
PM Check date:			

Description

Copied from the pad to keep the info:

1. What to do?

- IPv6 based hacking/sysadmin game

1. Tasks

- Setup a project / code base
    - Could be hosted on https://code.ungleich.ch/
- Allow user registration
- Allow users to submit a solution
- Create a score board
- Create a small "test framework"
    - how we check user tasks
    - To be used for measuring uptime

1. Technical discussion

- Django?
- Djano Rest Framework for everything that does not need to be visual?

1. Scoring system

1. Technical decisions

- User should be able to use any DNS service

1. Challenges

task	initial points	uptime points	comments
-----	------	---	--
IPv6 http website	50	1/day (?)	easy task, no DNS
IPv6 https website	200	2/day (?)	requires DNS
IPv6 smtp server	100	1/day	requires DNS, needs to bounce a mail back to us
IPv6 smtps server	200	x/day	supporting starttls
IPv6 https Rest: configure https	500	x/day	A REST service that enables/disables a vhost in the existing https server
IPv6 https Rest: configure mail	500	x/day	A REST service that configures email aliases
LDAP server	500	x/day	
IPv6 Routing	750	x/day	Route a sub space of your network to somewhere else

History

#1 - 05/01/2019 11:38 PM - Nico Schottelius

- Project changed from ipv6-hacking to ipv6

#2 - 01/02/2024 02:18 PM - Nico Schottelius

- Status changed from New to Rejected