hack4glarus-2019-winter - Task #7366

Finish the first levels of the ungleich-game

11/29/2019 11:53 AM - Nico Schottelius

Status:	Closed	**Start date:**	11/29/2019
Priority:	Normal	**Due date:**	
Assignee:	Den Ivanov	**% Done:**	90%
Category:		**Estimated time:**	0.00 hour
Target version:			
PM Check date:			

Description

- Probably for Marc & Den

The story:...

- smallest network: /64 -> 64 bit
- there is a (web)server

step 1

- my name is nico and my network is 2a0a:e5c1:137::/64
- Hello, please prove that this is your network by setting up the ip address
  - random ip in the network
  - 64 bit random number
  - network + number = IP
- Hey server, I have it setup now
- -> the server tries to ping me
  - yes->I get the next step
  - no-> I get an error message

step 2

- Setup a webserver on your IPv6 address
- "curl http://[...]" (Linux)
- Server checks if a webserver is reachable on the ip

History

#1 - 11/29/2019 04:31 PM - Den Ivanov

Nico Schottelius wrote:

- Probably for Marc & Den

Den's here. I think I can work more on the task. At least I've got smth working :D

#2 - 11/29/2019 04:32 PM - Den Ivanov

- Assignee set to Den Ivanov

#3 - 11/29/2019 06:23 PM - Nico Schottelius

- Description updated

#4 - 11/29/2019 06:24 PM - Nico Schottelius

Hints:

- you have an IPv6 address on your computer
- if you let nico know the address, we can route a /64

#5 - 11/30/2019 06:13 PM - Den Ivanov

- Status changed from New to In Progress

- % Done changed from 0 to 40

#6 - 11/30/2019 07:15 PM - Den Ivanov

What's done for now in porting to ETCD-3:
1) Information about the game
2) Registration of the new user with his IP and date
3) Checking if user registered, it returns user IP

#7 - 12/01/2019 02:26 AM - Den Ivanov

- % Done changed from 40 to 70

Working for now with ETCD-3 and wrapper:
1) Information about the game: ("curl ip/index")
2) Registration of the new user with his IP and date: ("curl -X POST -d user=sxiii ip/register")
3) Checking if user registered, it returns user IP (re-run previous command again)
4) Challenges listing ("curl ip/challenge")
5) RegisterNet challenge ("curl -X POST -d user=sxiii -d 'network=2a0a:e5c0:101::/64' ip/challenge/RegisterNet")
6) Checking if challenge already done; it returns error (re-run prev. command)

What needs further work: IPv6Address challenge; POINTS; listing multiple records

#8 - 12/01/2019 03:03 AM - Den Ivanov

- % Done changed from 70 to 80

Points now also work.

#9 - 12/01/2019 03:34 AM - Den Ivanov

- File gameserver.py added

- % Done changed from 80 to 90

7) Getting points for user: ``` curl -X POST -d user=sxiii ip/points ```
8) Challenge IPv6Address (checking if IP is pingable): ``` curl -X POST -d user=sxiii ip/challenge/IPv6Address ```

So, Step 1 = 90% completed. The only thing not working now is multiple users points listing.

#10 - 12/03/2019 11:00 PM - Den Ivanov

- File gameserver.py added

- File test_game.sh added

Files

#11 - 01/02/2024 12:35 PM - Nico Schottelius

- Status changed from In Progress to Closed

Files

gameserver.py	10.1 KB	12/01/2019	Den Ivanov
gameserver.py	10.1 KB	12/03/2019	Den Ivanov
test_game.sh	2.14 KB	12/03/2019	Den Ivanov