

# CS 491/591 Spring 2016 Semester Project

Due 11:59pm on Saturday, 14 May 2016

The semester project is open ended, you can choose any project that you like as long as it's at least loosely related to reverse engineering. The project must contain a significant amount of your own original work from this semester, however, so no plagiarism and no re-submitting projects you've done in the past. The scope of the semester project should be roughly equivalent (in terms of workload) to Lab 1, just as a rule of thumb. The main requirement is that you do a project that you're personally proud of.

The project is 25% of your grade, as per the syllabus. The rubric for grading will be out of 100 points, which includes:

- 20 points for submitting the proposal to me on time.
- 20 points for submitting the progress report to me on time.
- A grade you choose out of 60 points when you submit the final product (a poster in PDF format).

The proposal just needs to be a short paragraph in the body of an email to [crandall@cs.unm.edu](mailto:crandall@cs.unm.edu) describing what you plan to do. I'll give you feedback, but the 20 points is automatic if you submit it on time. It is due by 11:59pm on **Friday, 11 March 2016**.

The progress report will also be a paragraph in the body of an email to the same email address describing your progress so far. Again, the 20 points is automatic if you submit it on time and I'll provide feedback at that point. It will be due by 11:59pm on **Monday, 11 April 2016**.

The final product will be a poster submitted as a PDF attachment to the same email address. You can optionally include other supporting materials such as a brief writeup or data tar ball, etc. In the body of the email give yourself a grade out of 60 points based on how proud you are of the work you've done. The reason the semester project is self-graded is because I want to give you the maximum amount of flexibility to choose a project that fits your skills well and do what interests you the most. Please don't take advantage of this and give yourself 60/60 for something you're not proud of. The final product is due by 11:59pm on **Saturday, 14 May 2016**.

You may not choose any course project that assumes any legal risk (*e.g.*, reverse engineering copyrighted software) without discussing it with me and getting my approval well before the proposal deadline.

Some project ideas:

- Reverse engineer a malware binary of your choosing.
- Choose an open source program and analyze its use of cryptography for weaknesses.
- Modify a flash game so that you can cheat (*e.g.*, infinite ammo).
- Write some code to demonstrate a network RE evasion technique.