**Penetration Testing Report**

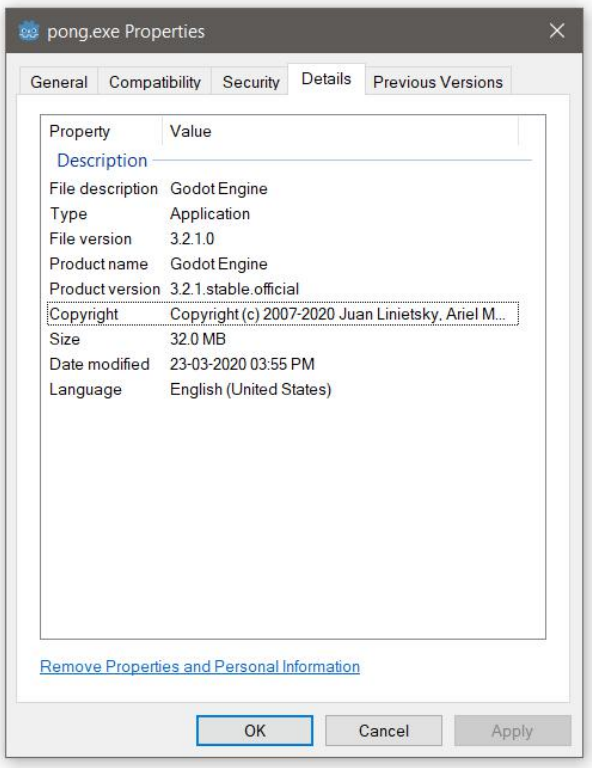
**For**

**“Pong”**

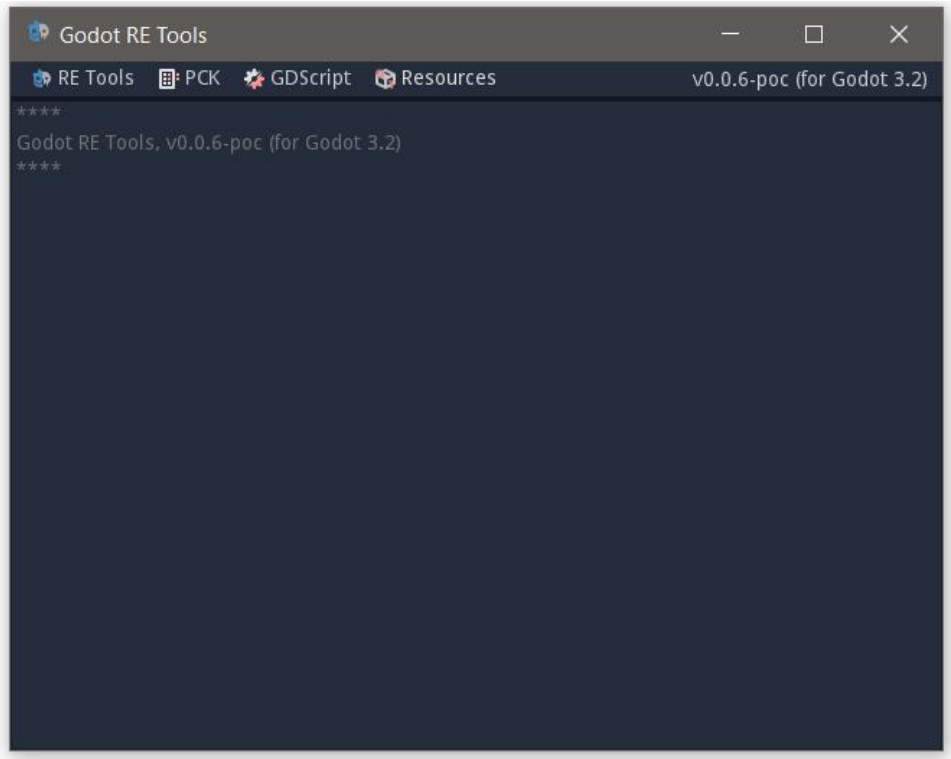
| S.NO. | Title | # |
|---|---|---|
| 1. | Challenge Category | Reverse Engineering |
| 2. | Challenge Related Files | pong.exe |
| 3. | File Link / Target IP | N/A |

**PROCEDURE**

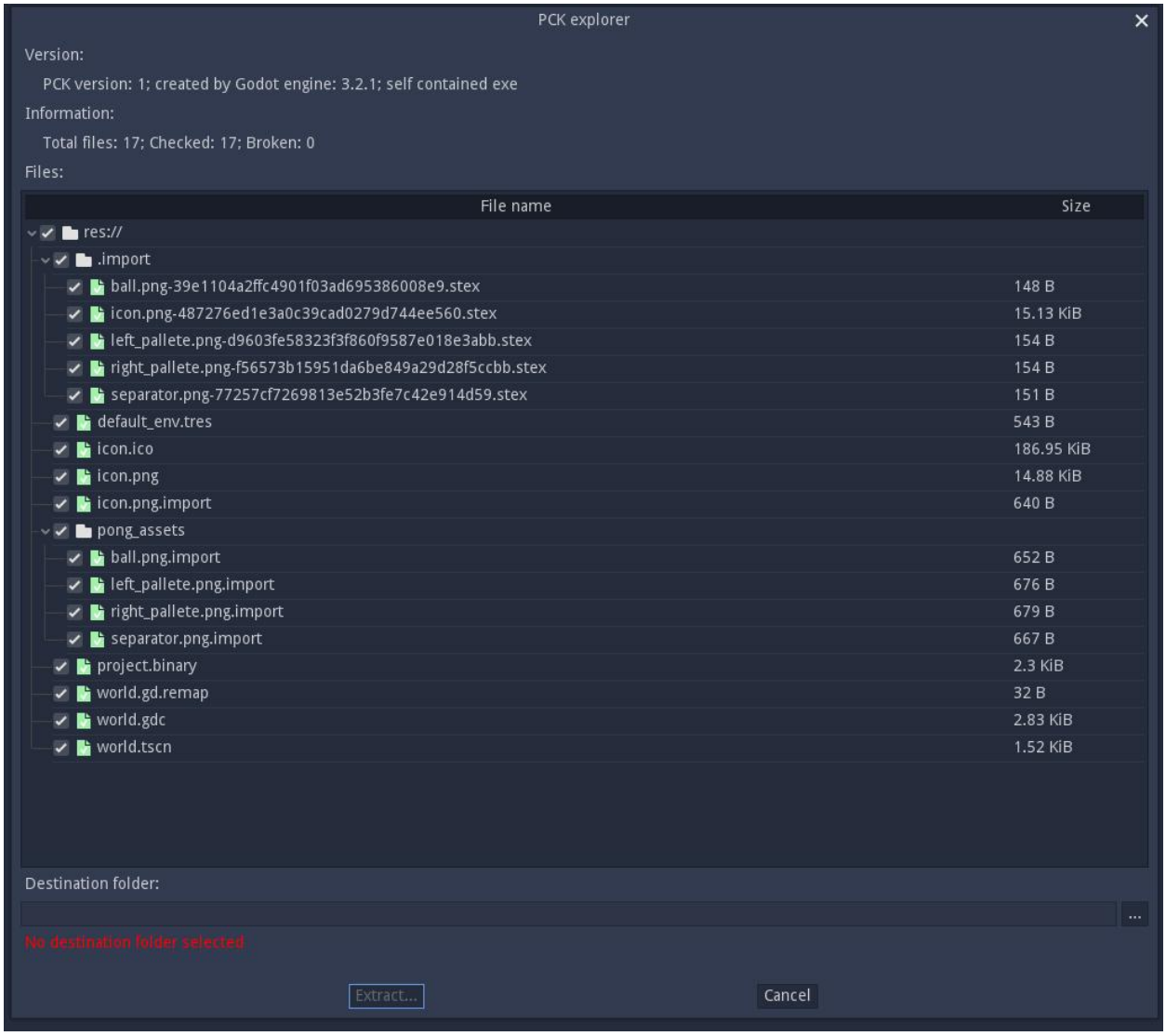
1. Properties of the file shows that the game is build on Godot 3.2.1.




2. Using the [Godot Reverse Engineering Tools](#).



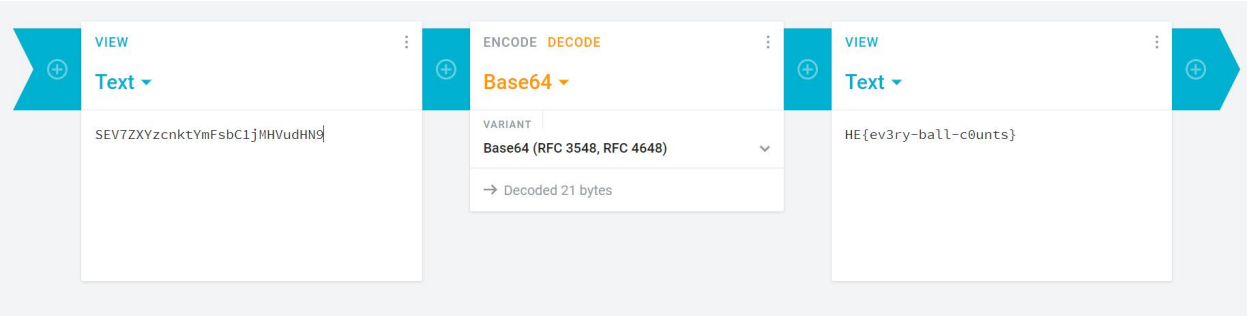
3. Explore the PCK archive from pong.exe.




4. Decompile the world.gdc file to world.gd.
5. Analyze that GDScript in in Godot.

```
69
70    if (leftSc == 147):
71        get_node("leftFlag").set_text("SEV7ZXYzcnktYm")
72    if (rightSc == 1470):
73        get_node("rightFlag").set_text("FsbC1jMHVudHN9")
74
```

6. Decoding the Base64.




**Flags:**

| S.No. | Flag - No. | Flag |
|---|---|---|
| 1. | Flag 1 | HE{ev3ry-ball-c0unts} |