

ABSTRACT

The security community at Telkom University requires a special platform to train security skills. Therefore a CTF server was created using FBCTF which uses the Jeopardy method as a learning outcome for Network Security courses and can be implemented by the security community at Telkom University as a learning medium to test the ability of network security community participants in network security competitions. CTF stands for "Capture the Flag", CTF is a computer-based hacking competition that is used to teach security skills. This competency requires players in the team to get a string that has been hidden by the system which is called a flag. The team that has the highest points and stays in the top position will win the competition. The server that will be built uses the Ubuntu Server operating system. The challenges in this CTF include several categories of questions in the form of web, forensic, and cryptography, which will be embedded into difficulty levels ranging from easy, medium, and hard. This CTF server was built using tools developed by Facebook, namely FBCTF. The scoring system in FBCTF has bonus points that are earned the first time you answer a question and penalty points when using hints. When the game progresses the player will work on challenges in the form of an interactive map, the player must gain control of one of the countries on the map. The match will be divided into 2 parts, round 1 quiz and round 2 flags. Tests that have been carried out, the team gets scores that vary according to the ranking displayed by the scoreboard and measures server performance during the game.

Keywords: CTF Server, FBCTF, Security, Hacking, Capture the Flag