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| Dangers on the internet |
| And how to protect yourself |

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Table of Contents

[1 Introduction 3](#_Toc59541839)

[2 Starting position 3](#_Toc59541840)

[3 General conditions and restrictions 3](#_Toc59541841)

[4 Project goals and system concepts 3](#_Toc59541842)

[5 Chances and risks 3](#_Toc59541843)

[6 Plan 4](#_Toc59541844)

# 1 Introduction

As a school project we decided to make a website about the dangers of the internet and how to protect yourself because we think it’s a very important topic which affects us all nowadays.

# 2 Starting position

On start we will read the title and do the introductions

Then we want to name some of the basic internet dangers, like fake websites (clones of real ones), phishing, spam, malware, spyware…et

# 3 General conditions and restrictions

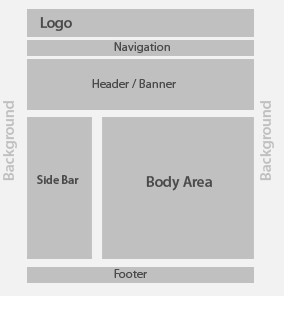
Most difficult thing will be to implement the webapp. JavaScript is totally new to us, so it will take time learning the language. We will have to learn how to search the antivirus software and how to present it in a visually appealing way. Finding the info on viruses and other malware should be easy, as we can just search them on google.

# 4 Project goals and system concepts

Static Website: Explanation of dangers that people can face whilst surfing the internet. Ways to overcome the dangers of the most common dangers. An info tab which contains the basic information of the website and multiple functions. An About Us tab. The latest spyware attacks against big companies etc.

Webapp: Search function for specific dangers and ways of protection. We will have a function that allows the visitor of our website to ask questions in which we will answer them. Maybe we’ll make a small minigame for the visitor to interact with if they ever feel bored. We will link a tutorial video on how to protect yourself the most efficient way in order to have an understanding of our website and a headstart in terms of safety.

Our goal is to raise awareness of dangers on the internet. Furthermore, we’ll try to list all dangers we know, and the user will be able to search for a specific danger. We also plan to link some apps, which we think are very good for safety on the internet. The top apps will be categorized under free products and products that you’ll have to pay.



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# 5 Chances and risks

As we are working with software from other companies, there could be copyright issues. But they are avoidable if we only list them and use the free ones. We will note the source of the app that is being used/shown.

# 6 Plan

• List of project milestones

|  |  |
| --- | --- |
| Milestone | Date of finish |
| Title and introduction | 18.1.2021 |
| Explaining most common internet dangers | 18.1.2021 |
| How to protect from them | 26.1.2021 |
| Rarer but more dangerous internet dangers | 26.1.2021 |
| How to protect from them | 2.2.2021 |
| Working on the webapp | start of 2nd semester |
| Showing the webapp | end of the schoolyear |

• Project ends when everything runs correctly and when it’s all tested.

• Project starts only when all members agree on the start date.

• A prototype will drop, as soon as the most basic functions of the webapp are working.

• Implementing the webapp will begin only when the basics are there.

• The biggest and most difficult part of the project will be implementing the webapp.

• With a few weeks’ time, we should be able to complete the project.

• As far as licensing goes, we won’t need it. Because we will only be listing antivirus software, but not using them unless they are free.