

# Stegord



Secure Chat Application through  
Steganography



## **Roles**

**Avi Lance** -Project Manager / Full Stack Developer

**Aleks Stevens** - Backend Developer / DB Manager

**Isaac Perkins** - Frontend Developer

**Jaxon Simmons** - Frontend Developer



# Why use Steganography for sending and receiving messages?

- **Added layer of security for messages**
  - Text encryption through steganography as well as general encryption similar to other secure messaging apps.
- **A piece of Misdirection:**
  - If packets are getting intercepted, it will not look like text data, it will instead feign as image data.



# User Stories

- Journalist trying to send sensitive information who lives under a dangerous government
- Government officials sending messages
- People who need a more secure messaging app



## **Quick Demo**



# Function - User Requirements

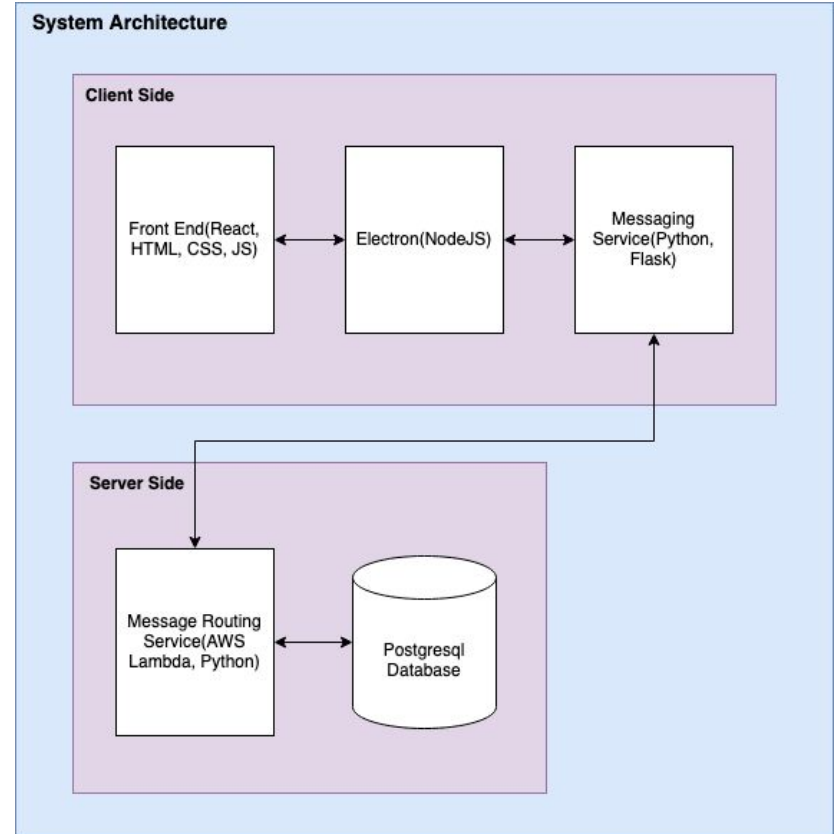
## User Requirements:

- Ability to login and sign up to a personalized profile
- Ability to find other users to friend and eventually chat with them.
- Ability to chat with friends using steganography
- Customizable profile bio and picture



# System Architecture

- A desktop application powered by Electron and Node JS
- The front end is coded in React using Typescript and Redux and communicates with Electron as a middleman with Flask
- AWS services (lambda functions, cognito, and amplify) act as the backend
- We use a PostgreSQL database for user data.

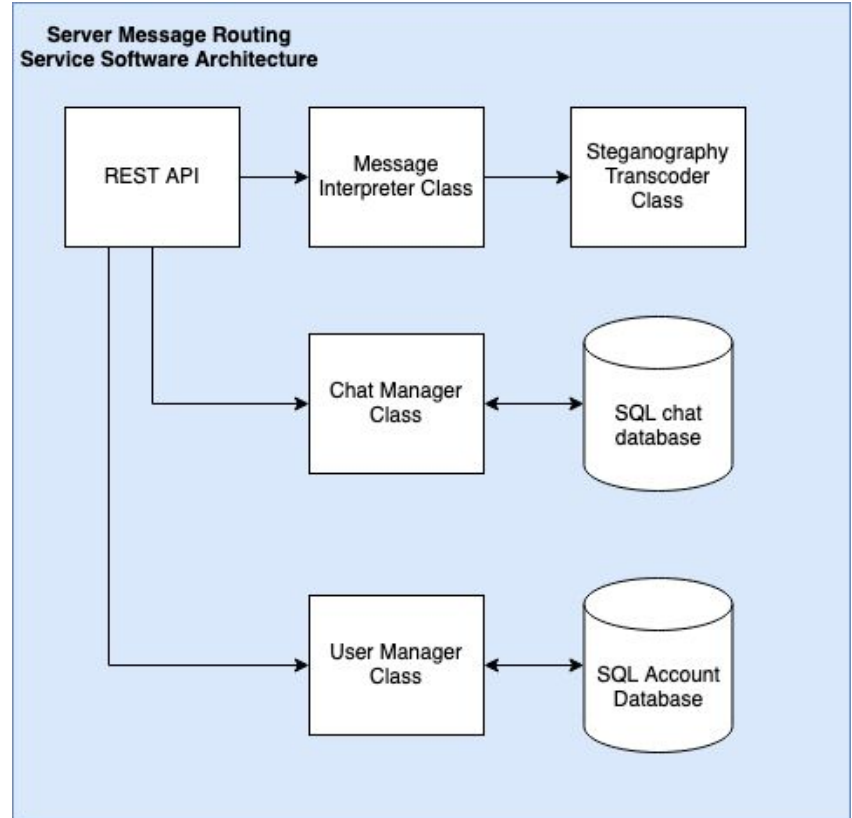




# Backend and Integration Continued

## Server Message Routing Module:

- Consolidate all server-side functionalities into a service accessible to a REST API
- Makes it easy for the client message routing module to send/receive messages
- Easy to interact with our PostgreSQL DB







## Testing and Development

- We all developed locally using github to pull new changes. We would also each pull down our own AWS Amplify authentication key to utilize the backend when developing.
- Both the frontend and backend would utilize test users to test every component
- Since many interactions are user-to-user, we would have two instances of our app running on different ports and login as different users



## Team Organization

- Divided team into 3 groups, frontend, backend, and system architecture which allowed for asynchronous development
- Heavily utilized Jira to enforce Scrum Agile methodologies like sprints and bi-weekly meetings and checkups on work.
- Best fit for learning new technologies and understanding the changing state of our app through development
- Utilized github for version control
- Utilized Discord for team communication