

Security Requirements Poker Application

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Chapter 1

Introduction

Chapter 2

Identifying threats

2.1 DFDs

2.2 Rationale

2.3 Misuse Cases

2.3.1 Template

Primary mis-actor:

-

Basic path:

-

Alternative paths:

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Capture points:

- Prevention:

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- Detection:

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- 2.3.2 Player
- 2.3.3 Poker Server
 - 2.3.3.1 Spoofing the poker server
- 2.3.4 Lobby
- 2.3.5 Table
- 2.3.6 Chat Service
- 2.3.7 Cashier
- 2.3.8 Account Management
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- 2.3.10 Logging Engine
- 2.3.11 Audit Log