

Secure Game

Security of Information and Organizations Project 2

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January 6, 2023

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Year 2022/2023

Introduction

The proposed assignment focuses on the development of a robust protocol for handling a Distributed Game. In this project worked with *Symmetric Cryptography, Asymmetric Cryptography, SmartCards and Certificates, Signature algorithms*.

This document will explain the implementation and the architecture of the Distributed System.

Communication Protocol

To handle communication between nodes in the network we developd a Communication Protocol. Communication is handled by the *Playing Area*. It listens and accepts connections from *Users* (Players, Callers).