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Reboot games  [Company address]

HOW TO REDUCE VULNERABILITIES IN A SYSTEM?

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## Introduction

This report is about the vulnerabilities during development and how to reduce the amount of vulnerabilities during the development stage of a product or application. It will also go over what a vulnerability is and what is means when it is found or created during development.

## What happens during development?

The development process is used when creating a product of application and is always used during this stage. The development process is when the game is created from a basic state to the final product.

The development of a product or application involves a lot of stages which will add certain features and unique man into the application or product. For example in the reboot games Elevator action reboot project (<https://github.com/HORNETJOE/Capstone-Project>) development will involve splitting up the development process into developing the different features of the game into parts. Such as the jumping feature being created in one step and the next step being enemy AI.

## Vulnerabilities

Vulnerabilities are discovered when creators leave errors, unfinished or mistakes are left in a final product. These vulnerabilities can lead to many different problems such as cheating, data theft etc. These vulnerabilities can be devastating to a company if they are discovered within a system. These vulnerabilities can cost companies thousands if they are discovered after the final product has been released. This is why these vulnerabilities need to be reduced during the development stage which will cost the company less and still reduce the amount of vulnerabilities on the final system.

## What can be done to reduce vulnerabilities?

There are many different methods of reducing vulnerabilities, many are done during the development process of a system. One method of reducing vulnerability is to run tests on new functions that are implemented into the system to make sure that they work on their own and with the other function in the system. Other method of reducing vulnerability is to have different people working on different parts of the system so that the different parts of the system can be sixed by different people and different people can work on each part of the system while it is in development.