



Malware Inc.

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Contents

[Introduction 3](#_Toc31880441)

[Project outcome 3](#_Toc31880442)

[Processes: 3](#_Toc31880443)

[Trello 3](#_Toc31880444)

[GitHub 3](#_Toc31880445)

[Supervisor Meetings 3](#_Toc31880446)

[Technologies: 3](#_Toc31880447)

[Task Run Down (thought process) 3](#_Toc31880448)

[Interface: 3](#_Toc31880449)

[Classes: 3](#_Toc31880450)

[Countries: 3](#_Toc31880451)

[Malware: 3](#_Toc31880452)

[Timers: 3](#_Toc31880453)

[Win and Lose Scenario: 3](#_Toc31880454)

[Income and Infection rate upgrades: 3](#_Toc31880455)

[Difficulty Levels: 3](#_Toc31880456)

[Supervisor Meeting Summaries: 3](#_Toc31880457)

[Week 1: 3](#_Toc31880458)

[Week 2: 4](#_Toc31880459)

[Week 3: 4](#_Toc31880460)

[Week 4: 4](#_Toc31880461)

[Brochure and Poster Design 4](#_Toc31880462)

[Testing 4](#_Toc31880463)

[Conclusion 4](#_Toc31880464)

# Introduction

# Project outcome

# Processes:

## Trello

## GitHub

## Supervisor Meetings

# Technologies:

This program will be done with the uses of C# windows forms, this is mainly as it is the solution that I am most familiar. There are some restrictions with using this technology like the fact I will not be able to have a graphics of the world with changing colours to show the spread of the virus. But I believe that this will be the technology that will allow for the greatest chance of project success given the limited time and limited resources (manpower). All other functionality will be achievable and the main display for the spread will be the world and countries summaries, that is included in Plague Inc. as a secondary means of checking the spread of the virus.

# Task Run Down (thought process)

## Interface:

## Classes:

### Countries:

### Malware:

## Timers:

There are two timers that are responsible for the majority of the applications functionality. The first timer (timer1) is responsible for the processes that take place during each simulated day in the applications. This involves how many devices are infected and how much they have made. The number of infected devices is randomly generated using the malware infection level to determine the minimum and maximum and uses that to generate a number in between. The income is determined by the number of infected devices overall and then multiplying that by a different value depending on the income level of the virus. The data grids are updated to show the changes and so is the money display.

The second timer (timer2) is responsible for the pausing and unpausing of timer1 when the user when the user goes to the upgrade tab. This is accomplished by checking what tab is currently selected and if the upgrade tab is currently selected then timer1 is enabled and if the world tab is selected it reactivates timer1 allowing for the game to continue.

## Win and Lose Scenario:

## Income and Infection rate upgrades:

## Difficulty Levels:

# Supervisor Meeting Summaries:

## Week 1:

During this meeting all participants of the meeting introduced themselves and what they are creating for there final year project. This session was more of an introduction with are supervisor and what we had to do for the start of the project (e.g. share trello and add them as a user to GitHub repository).

## Week 2:

This week involved the group sharing what we have accomplished during the following week and what we plan to do during the coming week. When it came to my plan for the coming week there where no suggestion as to do anything differently. We also discussed the layout of the report and what sort of content should be included.

## Week 3:

## Week 4:

# Brochure and Poster Design

# Testing

# Conclusion

Possible Reference

Top tier of infection:

<https://www.cisco.com/c/dam/assets/offers/pdfs/midyear-security-report-2016.pdf>

ransomware most profitable

<https://ieeexplore.ieee.org/abstract/document/7579103>

drive by infection