



Malware Inc.

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# Introduction (read to make sure)

This project is based on the popular mobile game Plague Inc which allows the player to develop their own virus and to facilitate its spread across the world, but with the idea of spreading malware rather than a virus. Just like in Plague Inc, the user will be able to develop their malware so that it can be spread using different formats (e.g. app stores, emails, etc.) and different devices (operating systems) that it can infect. From the originating country, other countries could potentially be infected by using email, the app store, etc, but countries that have restricted internet access (China, North Korea, etc) will only be accessible by physically transporting (plains/boats) the malware. The more people in a country with infected devices, the more likely that the infection will spread electronically and/or make it onto a plane or boat into a “restricted country”. The user will also be able to evolve the malware so that it becomes a different type of malware, making it difficult to track and eradicate. At the start it could be adware and by the end it could have evolved into ransomware and so generate a cash windfall for the creator. Like the game, you will have the ability to speed up time and which will advance the game quicker and so reduce the time taken to earn the money needed to buy enhancements to your malware. Once a certain number of days has passed, countries will start researching a solution to the malware and which will result in the malware being eradicated once the research reaches one hundred percent complete. If the malware spreads far enough and can infect modern operating systems, then it will start to infect devices being used to eradicate the malware and slow down their progress. The user will also have to strategize on how they develop their malware, i.e. should they focus on making the malware produce more money or make the malware more infectious? This strategizing will help the user to also develop their resource management skills, as they will have to consider what advancements to make with their malware and the impacts/benefits of each change made. The purpose of this game is to therefore develop the users strategizing and resource management skills, while providing an enjoyable gaming experience.

# Project outcome (revenue and education)

The purpose of this project is to demonstrate how much we rely on technology and how one piece of malware can affect all of are lives. This should encourage people to go into cyber security roles to try and prevent theses sorts of organizations from creating theses pieces of malware. As this is an app there is also the potential for monetary gain in the form of pay once or with ads or with addition content that is hidden with a pay wall (freemium content).

# Processes:

Trello Board: This will be where all tasks that make up the project will be displayed and will be organised into three different categories. The first category is the backlog which is where all tasks for the project start. Once a task has been started it will be moved to the in-progress category, this is so you can see how many tasks are currently being worked on. Once a task has been complete it will be categorized as complete so that it is not mistaken as being in another category. All Trello boards can be found later in this report to demonstrate the project development over the weeks.

## GitHub:

This is how we will be organising are change management and are backups.

## Supervisor Meetings:

The supervisor meeting is gone in order to cover scrum meeting, which is needed given that we are doing agile project management. During theses meeting we will be covering what we have done in the prior week and what we plan to do in the coming week.

# 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.

# Risk Assessment:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Description | Likelihood | Impact | Overall Risk | Level | Action (if needed) |
| 1 | Requirements for the project change. | 1 | 7 | 7 | Ignore | N/A. This is because this project is based on an application that already exist and changing it to be malware rather than a virus. Also as I do not have a client for this project, there is no possibility of them changing there mind. |
| 2 | Holidays and sickness. | 4 | 4 | 16 | Consider | Mitigation: The impact of this can be mitigated by ensuring that we account for extra time during the development of the game. |
| 3 | Coding delays caused by inaccurate estimates. | 6 | 6 | 36 | Consider | Mitigation: We can account for this by building in a degree of flexibility in the timings. |
| 4 | Errors discovered in module testing. | 3 | 8 | 24 | Consider | Mitigation: We can mitigate this by running tests throughout the project and so ensure that small errors do not become big errors. This will also make the error easier to locate as you will know that it is something you did after the previous test. |
| 5 | Having to change technologies mid project. | 6 | 10 | 60 | Take Action | This can be mitigated by researching beforehand to ensure that the technologies will be suitable for the project and allow for the project to be completed on time. |

# Design Diagrams:

# Task Run Down

## Interface:

The user will be interacting with two forms when using this app. The first is the Malware Creation form, which will allow the user to come up with a name for there virus and the difficulty of the game. The second interface is the main game menu which will have multiple tabs, so the user does not have to keep opening different forms.

## Classes:

### Countries:

All countries are made up of the name of the country and how many devices are within each country. The value of the device will reduce as the virus spreads. All this information is then saved to a list and displayed in a data grid.

### Malware:

Although there is only one malware that will be created, I still thought that creating its own class for the malware would allow for the code to be more readable and easier to understand. The malware is made of it name, which is displayed in on the interface. It will also be used later in the leader board in order to identify which virus is which. It also includes an income and infection level, which are the type integer. Theses will affect how many devices are infected per day and how much money the virus also produce during the day. Theses levels will increase as the user purchases updates.

## 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:

Theses scenario’s will only happen if either the research or the infection has reached one hundred percent. In both scenario’s the user will either be congratulated or condoned for there lose. If the user wins the states for the game will be save in the leader board so the user can look back on there most successful games.

## Income and Infection rate upgrades:

## Difficulty Levels:

## Infecting Restricted Countries:

## Leader board:

# 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:

## Week 5:

## Week 6:

## Week 7:

## Week 8:

## Week 9:

# Brochure and Poster Design

# Testing

# Trello Boards:

# Conclusion

# Reference List:

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

uses interview on the 7th feb as reference for using the easy option.