Intro:

The developing of software is not just developing and adding functionality. A big part of the work in software development is not visible in the end and also it shouldn´t. Other parts of the software like the functionality itself and user interfaces should be visible and to keep them visible it needs support and defense. Dependability and Security are, especially in very important systems, big issues. Big and important systems have to run without an error, without any security issues and this for a long time without a stop in between. Due nothing is a hundred percent safe in software engineering an error may occur but then, when the worst case becomes true, the system has to be able to be recovered quickly without losing important data or producing inconsistent states.

In this paper we will analyse what properties in terms of security and resilience engineering our product should have, if it has them and how they are implemented.

MAIN:

Dependability:  
During the implementation of our first version of the game we just developed functionality and interface. We did not spend time and effort in thinking about making things safe or stabile to work. Basically we also do not have to. Since we are developing a mobile app for android we can use all the offered functionalities provided by google. That is on the on hand much cheaper than developing it on our self and also much more reliable since our knowledge about programming secure software is not very big. The extra time to learn it properly will cost to much money and we will need longer to develop updates afterwards.

Security Engineering:  
Our System also have nothing like security standards against hacker attacks. If somebody want to crash our app it wont be to difficult for him or her.