

Graphical Enigma Simulator

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Supervisor

Prof. John Arnott

Minutes of meetings

<i>Date</i>	<i>Time</i>	
05/09/2014	11:30	Which programming language to use? Brief Discussion Introduction to project Good Initial Discussion with Prof. Arnott Good idea to choose Graphics module!
08/10/2014	11:30	C++ will be used Background reading One rotor to start with - like a prototype# Maybe 3 if time Cryptomuseum.com Look for Enigma simulators online Graphical representation, 3D? Maybe attack method to guess cipher text Requirements
15/10/2014	11:30	The system shall unscramble cipher text to plain text Attach method - encrypted plain text Decryption requirements Reference book titles Intro and background of final report Refine requirements Gantt chart Minutes of meetings! Prototype sketches Specification and design
22/10/2014	11:30	The Hut 6 book - good bg info Send github link Specification requirements Prototypes
28/10/2014	13:00	Spelling error in report! Encrypt rotor types Move on current letter being deciphered 26x26x26 - find out information 1 use case document Start ethics!
04/11/2014	13:00	Reviewed ethics with Prof. Arnott

Specs

- All Enigma capital E!
- Change app/program to simulator!
- Can also decrypt during testing
- Demographic questionnaire - who?
- Change group to I
- Staff member
- 70 -> 60
- must -> should
- Give feedback to participants
- Look at #7
- Infosheet diag tool -> simulator
- John's email
- project -> simulator
- product -> simulator(SUS)
- Align - agree/disagree
- Another draft for next week
- Just before War polish broke enigma code
- Reviewed Specification requirements
- Try finish use cases

11/11/2014 13:00

- Review 2nd draft of ethics
- Comparing? No times - feedback
- Should know which outcomes of evaluation questionnaire is
- No '@' symbol on John's email - fix
- Submit ethics
- 2 questionnaires not 1
- Use case change player to user (exit)
- Change all of exit to match simulator!
- Start UI?
- Continue BG on report

18/11/2014 13:00

- Letters to light up?
- Plugboard?
- Start Developer - UI

25/11/2014 13:00

- Ethics Approved!

03/12/2014 12:00

- Do some work over holidays!
- Will get emailed about next meeting

20/01/2015 12:00

- Put 2:1 for mid-term report
- Tooltips? When user hover overs parts?
- Add plugboard at end?

27/01/2015 13:00

- Showed progress of work done
- Change viewpoint?
- Get wires working!

03/02/2015 12:00

Wires completed!
Wires to glow -yes!
Current path
Add reflector
Both, button and live action?

10/02/2015 12:00

Stick to one rotor - finish one rotor!
Have block for reflector?
As long as you can see current going in to reflector
Decryption! Then reflector maybe?

20/02/2015 16:00

Decrypt working!
Need only to show current passing back to decrypted letter
Different reflector and key rotor
Green and red wires
Need to start testing soon
Bring laptop to show
show what the current key is?

25/02/2015 13:00

Shown work done
Labels on components maybe
Help and info section explained that this is with one rotor
Testing - does this work? (angle as well of camera)
So does A cipher to X?
Reflector wire!

03/03/2015 12:00

Don't need to fix decrypt
If A 26 time, should come back, should come back not as A!
Bug report
Improve UI
Write test strategy
10 people for evaluation

10/03/2015 12:00

Cross over wire in reflector
Make reflector stuff rotate
Explain process - why green and red
Tweak interface and components
Test plan - include in appendix

17/03/2015 12:00

Testing complex
Start Evaluation
Work on report

25/03/2015 13:00

Evaluation done

Write about 3 rotor in future work
Add appendices

31/03/2015	12:00
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Done Evaluation summary

29/04/2015	11:45
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Project about develop educational tools
Illustrate Enigma
Make very clear how letter working
Reflector
what I learnt.