Final Report

Abstract

*Enigma Machines were used in the main during World War II by the German military. It was a device which scrambled plain text into ciphered text. This project involves simulating the Enigma machine in a graphical format. The goal is to show the inner workings of the machine. This has been done by creating a 3D graphics simulation to represent the mechanics of the encryption process of plain text into cipher text.*​

Intro

With the outbreak of wireless communication in the early 1900s, there was a necessity for secure communication, particularly for military. With this came the invention of a cipher machine in 1918, invented by a German engineer, Arthur Schebius, later patented in 1919. In the 1920s early models were used commercially, and later adopted by Nazi Germany before and during World War II. The Enigma machine was an electro-mechanical device which scrambled a plain text message into ciphered text. This enabled the military forces to communicate using coded messages.

Background

Specification

Design

Implementation and Testing

Evaluation

Usability

Other Criteria

Summary and Conclusions

Acknowledgments