Dragon_DFD

Owner:
Reviewer:
Contributors:
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Executive Summary

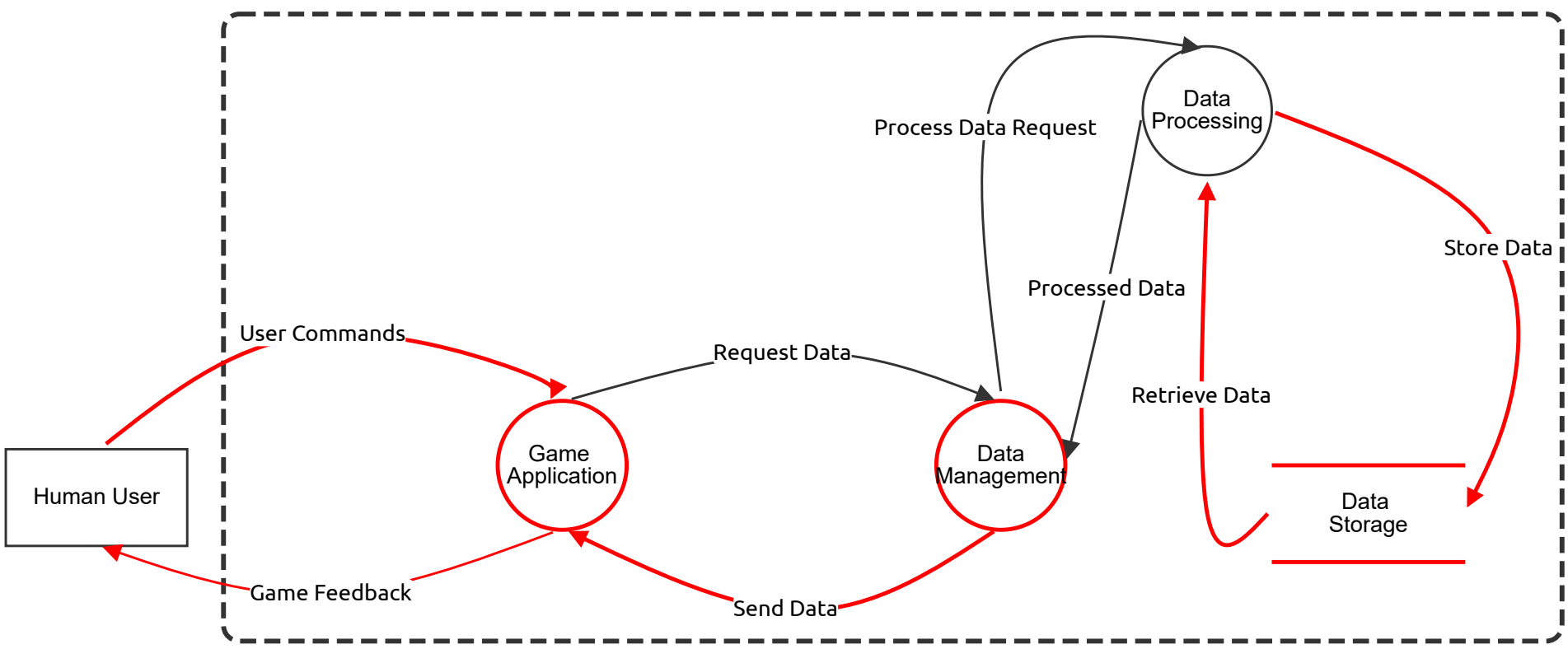
High level system description

Not provided

Summary

Total Threats	8
Total Mitigated	0
Not Mitigated	8
Open / High Priority	5
Open / Medium Priority	3
Open / Low Priority	0
Open / Unknown Priority	0

MirrorMaze STRIDE diagram



MirrorMaze STRIDE diagram

Game
Application (Process)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
15	Elevation Using Impersonation	Elevation of privilege	High	Open		Game Application may be able to impersonate the context of Data Management in order to gain additional privilege.	Provide remediation for this threat or a reason if status is N/A

Human User (Actor)

Number	Title	Type	Priority	Status	Score	Description	Mitigations

Data
Storage (Store)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
13	New STRIDE threat	Tampering	Medium	Open		Provide a description for this threat	Provide remediation for this threat or a reason if status is N/A

Data
Management (Process)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
7	Elevation Using Impersonation	Elevation of privilege	High	Open		Data Management may be able to impersonate the context of Data Processing in order to gain additional privilege.	Provide remediation for this threat or a reason if status is N/A

Data
Processing (Process)

Number	Title	Type	Priority	Status	Score	Description	Mitigations

Request Data (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations

Game Feedback (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
16	Data Flow Game Feedback Is Potentially Interrupted	Denial of service	High	Open		An external agent interrupts data flowing across a trust boundary in either direction.	Provide remediation for this threat or a reason if status is N/A

Send Data (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
14	New STRIDE threat	Tampering	Medium	Open		Provide a description for this threat	Provide remediation for this threat or a reason if status is N/A

Store Data (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
8	Potential Excessive Resource Consumption for Data Processing or Data Storage	Denial of service	Medium	Open		Does Data Processing or Data Storage take explicit steps to control resource consumption? Resource consumption attacks can be hard to deal with, and there are times that it makes sense to let the OS do the job. Be careful that your resource requests don't deadlock, and that they do timeout.	Provide remediation for this threat or a reason if status is N/A

Process Data Request (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations

Processed Data (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations

Data Flow (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
5	Weak Access Control for a Resource	Information disclosure	High	Open		Improper data protection of Data Storage can allow an attacker to read information not intended for disclosure. Review authorization settings.	Provide remediation for this threat or a reason if status is N/A

User Commands (Data Flow)

Number	Title	Type	Priority	Status	Score	Description	Mitigations
9	Potential Lack of Input Validation for Game Application	Tampering	High	Open		Data flowing across User Commands may be tampered with by an attacker. This may lead to a denial of service attack against Game Application or an elevation of privilege attack against Game Application or an information disclosure by Game Application. Failure to verify that input is as expected is a root cause of a very large number of exploitable issues. Consider all paths and the way they handle data. Verify that all input is verified for correctness using an approved list input validation approach.	Provide remediation for this threat or a reason if status is N/A