a. What is your security recommendation? Why did you choose it?

If the app provides users with access to a remote service, an acceptable form of authentication such as username/password authentication is performed at the remote endpoint. If we ever decide to make our game online to share data, we need to make sure that only authorized users can access the server.

b. Who does the recommendation benefit (end-user, developer, etc.)?

this will benefit the end-users because it will protect their account by ensuring that only authorized people can access the server.

c. If the recommendation was found somewhere other than the provided checklist, include a link to it.

Nope.

d. When would the recommendation have to be implemented (based on how serious the security risk is)?

It should be implemented before deploying the server.

e. Why do you think your project needs your recommendation?

To ensure that only legitimate users are accessing our game and to protect their account.

f. How do you think your recommendation could be applied?

User authentication is easy to apply. You need to set up an authentication system at the server endpoint.

1. How feasible would the implementation be?

It is easy to implement it but it is hard to write the rules for the authentication because we need to make sure that the user is unable to find a loophole in our authentication rules to misuse it.