Vulnerability Assessment Report

# Purpose

Okay, so the big reason we're diving into this whole security analysis thing is pretty straightforward. Our e-commerce company is like a ship sailing on the vast ocean of the internet, and our database server is the treasure chest on board. If pirates (aka hackers) get their hands on it, it's game over. We've got a ton of sensitive data that's basically gold for us—customer info, sales data, you name it. If our server goes down or gets hacked, not only do we lose face with our customers, but we could also be looking at some serious money down the drain. Plus, let's not forget about the legal headaches with data breach laws. So, yeah, securing our server is top priority to keep our ship sailing smoothly.

# Risk Assessment

\*\*Open Door Policy (aka Public Access):\*\*  
- What Could Go Wrong? Data Spill  
- Chances of Happening: Super Likely  
- How Bad Would It Be? Really Bad  
- Overall Scare Factor: Red Alert

\*\*Pirate Attack (Malware):\*\*  
- What Could Go Wrong? Server Hijack  
- Chances of Happening: Pretty High  
- How Bad Would It Be? Catastrophic  
- Overall Scare Factor: High Seas Danger

\*\*Sneaky Moves (SQL Injection):\*\*  
- What Could Go Wrong? Tampering with Data  
- Chances of Happening: Quite Likely  
- How Bad Would It Be? Major Oof  
- Overall Scare Factor: High Alert

# Approach

Alright, let's talk strategy. Picking out these risks wasn't just us throwing darts at a board. We looked at our server being wide open to the world and thought, 'Hmm, that's probably not good.' We used a mix of what we've seen in the news, some horror stories from other businesses, and a bit of common sense to figure out where we're most vulnerable. Sure, we didn't get to play hacker and actually test our defenses (which would have been cool), but we've got a pretty solid list of what could go wrong based on past disasters.

# Remediation Strategy

Time for the game plan:  
1. \*\*Close the Door:\*\* Only let people with a VIP pass (aka proper credentials) into our data party.  
2. \*\*Build a Moat:\*\* Put up some digital walls (firewalls, to be precise) and keep an eye out for invaders (with intrusion detection systems).  
3. \*\*Update the Maps:\*\* Make sure our server and software are using the latest maps to avoid known traps (seriously, keep everything updated).  
4. \*\*Encrypt the Treasure:\*\* Turn our data into a secret code, so even if someone grabs it, they can’t read it.  
5. \*\*Teach the Crew:\*\* Make sure everyone knows the basics of not inviting pirates onto our ship.  
By doing all this, we're not just patching up holes; we're making it way harder for our ship to be attacked in the first place. It’s about keeping our treasure chest safe and making sure our e-commerce ship can keep sailing without hitting an iceberg.