Project: Tekeli-li

Members:

- Blake Janes bjanes2013@my.fit.edu
- Eric Del Valle edelvalle2017@my.fit.edu
- Michael Fitch mfitch2018@my.fit.edu
- Michael Weatherby maw23456789@gmail.com

Client: Cromulence LLC

Sponsor: Dr. O'Conner

Tasks

Task	Completion	Blake	Eric	Michael F	Michael W	To Do
1. Develop Roadmap	100%	25%	25%	25%	25%	none
2. Build & Compile Shoggoth	100%	35%	25%	25%	15%	none
3. Setup version control & team tools	100%	20%	20%	20%	40%	none
4. Use Shoggoth and make design suggestions	40%	10%	10%	10%	10%	Drafting of potential changes to Shoggoth

Discussion of Tasks

1. Developing the roadmap was mostly completed during the first meeting with Cromulence. They gave the team an overview of how to use Shoggoth and together stages of the project were chosen with rough dates by which they should be completed.
2. Building and compiling Shoggoth was fairly straightforward. Cromulence provided the source and the directions to build Shoggoth. Details from the included README covers the build minus one noted change.
3. A Github organization has been setup that all team members have access to. Collaboration tools have also been created such as a shared Google Drive folder.
4. Some brief test cases were made with Shoggoth to get a feel of how it works. More testing is required, after which the team will generate some feedback on how Shoggoth works and how it might be improved.

Discussion of Team Members

- Blake Janes: Primary point of contact with Cromulence, setting up the client meetings. Helped with the initial building and compiling of Shoggoth.

- Eric Del Valle: Helped with the initial building and compiling of Shoggoth. Ran some early usability testing on Shoggoth.
- Michael Fitch: Created some ideas for end goals. Helped with the initial building and compiling of Shoggoth.
- Michael Weatherby: Setup team collaboration tools such as the Github organization and shared Google drive. Worked extensively on the milestone documentation and presentation.

Roadmap

Task	Blake	Eric	Michael F	Michael W
1. Use Shoggoth and make design suggestions	25%	25%	25%	25%
2. Run a full test with a simulated vulnerability	25%	25%	25%	25%
3. Begin searching for real vulnerabilities	25%	25%	25%	25%

Discussion

1. A continuation of the current task. The next step is to generate feedback on Shoggoth's feature set and usability.
2. In order to make sure the team understands how shoggoth works, a test will be performed with a simulated vulnerability. This will most likely take the form of a capture the flag demo. Test cases of real but known vulnerabilities may also be used for additional testing.
3. Once the team is satisfied they know how to properly use Shoggoth, searching for real vulnerabilities will begin. Various programs will be used- likely starting small and working up to larger programs.

Client

Meetings

Feb 12, 2020: Beginning of project discussion. Covered content, the general roadmap, and goals.
Feb 19, 2020: More detailed training on how to use Shoggoth; Received code from Cromulence

Client Feedback

None so far, we just got the project handoff last week and have yet to sit down and really dig into the project.

Sponsor

Meetings

Feb 27, 2020: discussion of current progress and milestone report.

Feedback

Task 1:

Task 2:

Task 3:

Faculty Sponsor Signature: _____ Date: _____

Faculty Sponsor Evaluation

- Faculty Sponsor: detach and return this page to Dr. Shoaf
- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real number between 0 and 10)

Blake Jones	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Eric Del Valle	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Michael Fitch	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10
Michael Weatherby	0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

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