Application & Data Security

VocabVersus

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# Topic

# Goal

# Summary

# Questions

# Application

## Server Communication

Intro signalR (in some ways more secure than REST API’s?)

Able to intercept and edit signalR messages

Show like changing the name to an invalid length

## Server Load Handling

Load balancing is a thing

Spam creating games

## User Authentication

How does one authenticate a user who doesn’t want to be authenticated

Store that shiz in httponly cookies, no touch!

Tracking authentication when user rejoins

Hijacking the authentication

## Game Integrity

Also known as cheating

Botting

Call back to communication

# Data

## Game Instances

Every game instance has it’s own users

Game instances are kept track of for some time <- when everyone leaves don’t delete it (scope)

Keep track of what has happened for new or reconnecting players

## Word Sets

How to store wordsets? I did a full research on this dude

Talk about the storage size and query times

This can be data bombed!

## Word Usage Tracking

Tracking words is cool and all, but is it really ethical