

## Denial of Service Attacks

Denial of service (DDOS) attacks have become more and more common as technology has advanced which can cause millions of dollars in lost revenue for companies. However, companies and websites are not the only victims of DDOS attacks as residents can be victims of these types attacks just as easily as anyone else can, and I know because I have been the victim of a DDOS attack before. This is why I got interested in Cyber security because in today's age a huge amount of the world uses the internet. The people who initiate these attacks are hackers, but there are different types of hackers such as black hat hackers who carry out attacks for financial gain, white hat hackers who get employed by companies to find faults in their system, and script kiddies who are novices when it comes to hacking and use scripts that are created by really skillful hackers in order to carry out attacks. While script kiddies make up roughly 40% of hackers they are typically the ones who will launch DDOS attacks against a resident rather than a more skillful hacker as they do this in order to show off more often than not. My goal for this project is to create a way for people who lack knowledge about how computers work to easily combat such an attack, the anti-DDOS version of an anti-virus program like Norton is what I am aiming for.

At the beginning this tool would only be used for online gaming because ever since online gaming has become a thing DDOS attacks involving gamers have become more common. It would probably take a few years in order to get this tool to branch out in order for corporations to be able to use it as I intend for it to start out being useful for attacks against routers rather than servers. When there are less DDOS attacks happening against private residents that use my tool then I will know that my tool works. Plus, my aim is for this tool to not only help prevent a DDOS attack from occurring but for it to also help with holding those who launch such attacks accountable by showing the IP address that the attack is coming from.

The faculty member that I want to help me with this task is Professor Bicak since he teaches the Cybersecurity: Attack/Defend class and I think that he would be perfect for helping me with trying to develop such a tool. While I did contact him earlier as to whether he would be willing to help me or not I still have yet to get a response back from him.

Since I have already done a presentation on DDOS attacks for another class I do not expect the researching aspect of my project to take as long as it would but the research phase should take about 1 to 2 weeks to complete. The first Peer Review should take me less than a week to finish because it is only 2 pages

of written text. However, the Project Draft will probably take me anywhere from 3 weeks to a month to complete, but I do not anticipate it to be very taxing for me mentally. The second Peer Review should take about the same amount of time as the first one to complete. The Final Project Report will most likely take me 2 to 3 weeks to complete as my Project Draft should already contain the bulk of what my project is about.

Some of my data will revolve around my own experience and when Playstation Network was taken down during the Christmas break of 2014. I might also include how the information of 77 million accounts was compromised on Playstation Network back in 2011 as well.