As discussed in class we accomplished the goals we set out to do.

We were able to make the server password protected, added security rules for UDP ports, made a puppet module to create a dedicated user to have a quake 3 server run.

Caveats to the project include providing documentation to install and configure the config files in the puppet module, how to find a quake 3 client to be able to play, and introducing the rconn quake admin console.

We didn’t have time to encrypt the connection, but it is something we considered. Since UDP doesn’t require a handshake, the connection could become compromised. We will address it if we decide to pursue it in the future.