I chose to use the open-source version of Quake 3 called **OpenArena**.

The reason I chose this is because it is available on the official repositories of all Linux distributions, and also has a second package called openarena-server.

Because OpenaArena is widely popular, there are many premade server configuration files available on the web, and a huge community for support.

From the wikia: “incoming port UDP 27960 and outgoing port UDP 27950 (master server) + responses. 27960 can be changed during startup, master server port cannot.”

Due to the insecure nature of UDP I will be utilizing AWS security groups.

Because OpenArena is on the official repositories, there have been security features in place when it was made.

It is only possible to play Opena Arena through the game client itself. The openarena-server package was created with security in mind for dedicated servers.