Security Document

Login and Account Creation

For the account creation, there isn't any encryption added to the .dat file. Though we use the .ini functions, we use the .dat file since there isn't a necessary difference between the two. The .dat file is located in the AppData\Local\Debauchery folder. Again, there isn't an encryption added, as we felt that it wasn't necessary, since single player games typically don't have any sort encryption added unless you use DRM. While that publishers do use it as a means to try and curb piracy, but there are very negative aspects to this practice. You might need an internet connection and cannot play the game offline, and the service itself may be bad and needs fixing, which generally results in backlash against the gaming community.

Online Scoreboard

Since we are using service for this, the GMScoreboard gives out a tutorial for its user on how to use its services. The tutorial includes a hash key. While not necessary, GMScoreboard recommends it. The information submitted should be under your own username, and specified url for your online scoreboard.