Kashti 2.0 (Project Kayak)

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Kashti 2.0 Objective Statement

 "Create a secure, interactive web-based User Interface (UI) that offers full functionality for the Brigade event-driven scripting platform by May 2021."

What is Brigade/Kashti?

Event Happens

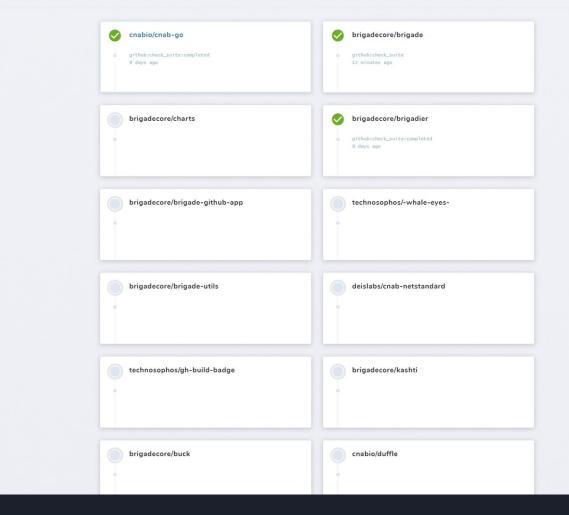
(Pull Request Opened on GitHub, Slack Message Received, Image Pushed to Docker Hub)



Scripts Run

(Run a Test Suite, Turn On Lights, Send Email Notification)

Kashti 1.0



Project Architecture

Capstone Team

Front End (Kashti)



- Projects
- User login
- Team collaboration

SDK



- User authentication
- Core
- User/server connectivity
- Auth requests

Microsoft

Back End (Brigade)



- Scripting engine for Kubernetes
- Automating tasks in the cloud
- CI/CD pipelines
- Static code analysis
- Report generation

Typescript SDK

- Rewrite of existing Go SDK
- Provides functions to Kashti
- Executes calls to the Brigade API

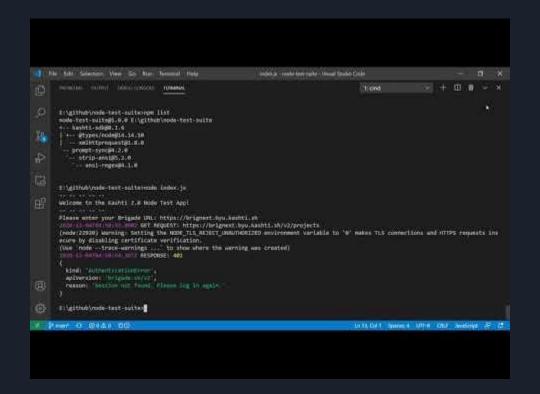
Benefits:

- Cleans up Kashti code
- Simplifies additional app development

Progress so far:

- How to execute network requests
- Code structure
- Adding in API endpoints

SDK Demo



Kashti Security Control

- Primary concern session hijacking
- Solution careful code review and penetration testing
- We are researching and learning from security breaches related to Angular and TypeScript



Prototype Demo

<u>link</u>

Finished product

Plans For Next Semester

_	January	February	March	April
Complete SDK				
Verify Security				
Complete UI				
Package for Deployment				
Deploy & Present				

Time for Questions/Answers