



Bachelor of IT (Computer Science)
Assignment 2 - Creative Coding Project
DXB211 - Creative Coding

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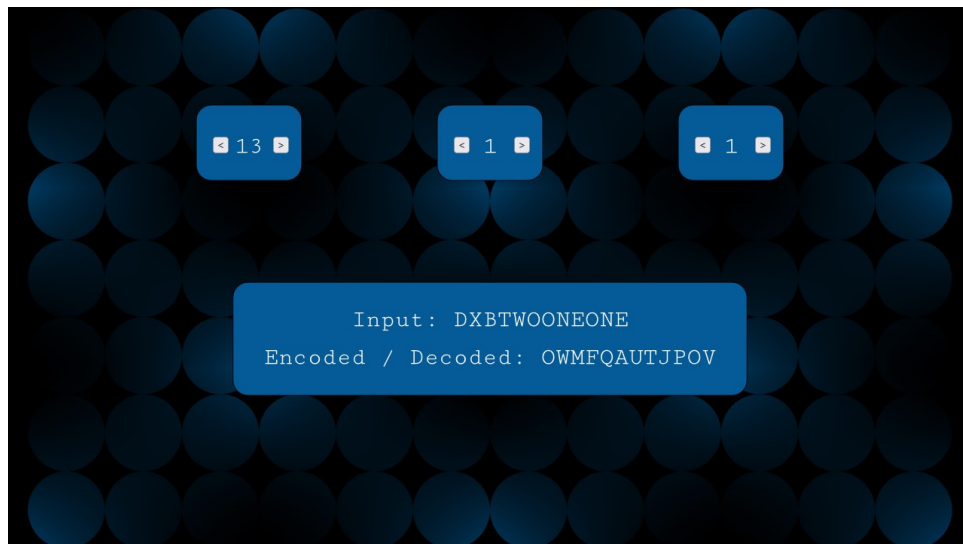
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1 Introduction

In WWII Germany, Enigma was an instrumental tool in the German war effort. Enigma was a machine used to encrypt and decrypt intelligence communications between German forces. The sketch created for this assignment aims to simulate the Enigma machines encryption and decryption process.

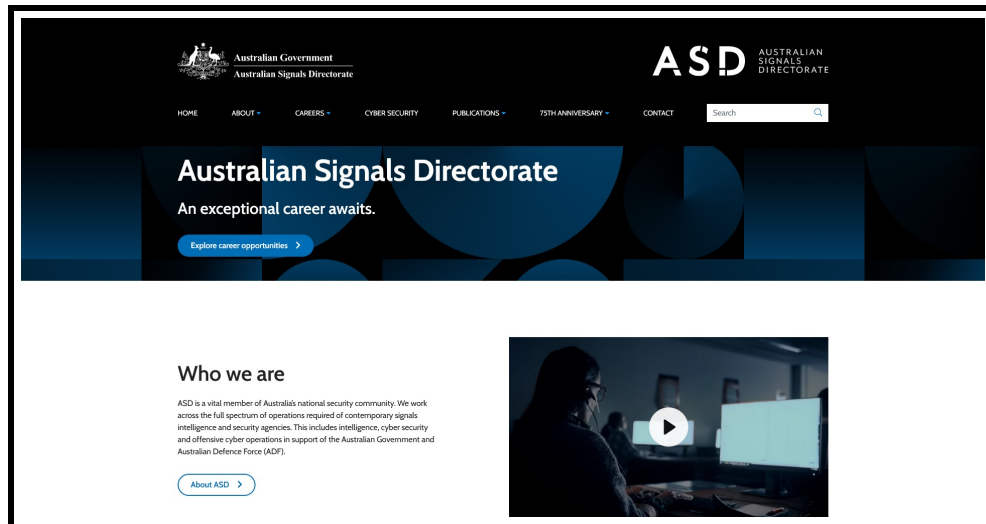
To run this sketch you will need to run `python -m http.server` in the `src` folder of the project. Then navigate to `localhost:8000` in your web browser and open the `entry.html` file.

To use the sketch, set the three rotors to the desired positions, then simply type and plain text will be displayed next to the **Input** heading along with the encrypted / decrypted text next to the **Encoded / Decoded** heading.



2 Design and Aesthetic

The sketch has been designed to roughly resemble the style of the Australian Signals Directorate (ASD) website. The ASD is the intelligence agency of Australia responsible for conducting signals intelligence on behalf of the Australian Government. As such, Cryptography is highly relevant to the ASD's work.



I chose to design a P5JS Enigma machine because I have always been interested in Cryptography and the cabinets in the brief reminded me of the Enigma machine. As such, creating a P5JS Enigma machine presented me with an opportunity to both learn more about cryptography whilst also creating an interesting and appealing sketch.

3 Design Process