This SBOM is ‘beyond the scope’ of the initial plugfest as it is not based on one of the source files provided by the organizers. It is being provided for the benefit of the ‘consumers’ just to give them more examples if they wanted.

Additional reasons it is being provided are:

* demonstrates an example of SBOM generation as part of an automated build process
* a plug for the RSAC Supply Chain Village QuadblocksQuiz game - which will have quiz questions on SBOM!

This is the code being prepared for a game at the [Supply Chain Sandbox](https://supplychainsandbox.org/) at [RSA Conference](https://www.rsaconference.com/usa) in May. It is for a webserver running on docker containers on vm’s in Google Cloud Platform. This SBOM is for the game application (ie not including docker container layer or the GCP VM layer).

This SBOM was created as part of the automated build process of the website.

The source code is [here](https://github.com/sFractal-Podii/quizquadaminos) and is a moving target as RSAC approaches. This SBOM is for version 0.5.1 of the game as of a few days ago. The automated process is in the [make file](https://github.com/sFractal-Podii/quizquadaminos/blob/main/Makefile) using [this Docker config file](https://github.com/sFractal-Podii/quizquadaminos/blob/main/Dockerfile). The SBOM was built (see ~line 64 in makefile) using the [Hex SBOM module](https://hexdocs.pm/sbom/readme.html) and the [cyclonedx-cli](https://github.com/CycloneDX/cyclonedx-cli) tool.

CycloneDX JSON and XML files are provided. The SBOM is provided just in CycloneDX because that is what the build process puts out at the moment since I’ve been too busy adding features to the game to modify the build process to add the cyclonedx-cli tool to transform into an SPDX format as well.