# **Project Proposal**

## **Client profile** (~1 page):

The client of the project is the 7th Signal Regiment a unit of the Australian army. This unit of the Australian army is a signal intelligence unit and therefore is interested in the study and practical implications of signals in national defence and warfare.

b. Describe the Industry Partner’s place in the global market and how that is evolving in the current techno-socio-economic climate

The project aims to assist team managers and their personnel to track ongoing work projects and co-ordinate personnel all using their personal devices, phones for example.

d. Describe a description of the techno-socio-economic impact of the project topic and how it has evolved over the last 10 years, and, what the trends for the next 10 years will look like.

e. Describe the overall challenges faced by the Industry Partner or Academic in the area that the problem is based with respect to the above points. Identigy where your project will contribute.

## **Problem definitions** (~2-6 pages)

**Client Project description**

The projects finished capability as described by the client is an application accessible on PED’s (personal electronic device) designed for co-ordinating/collaboration of teams, tasks and projects that is approved for security classification of up to official. Currently teams use outlook calendars, excel spreadsheets vera teams or a “defence diary” on the DRN (Defence restricted network) to organise their projects, the issue with the current methods are information is split between many different applications or by individuals which can cause team managers to lose track of ongoing work due to difficulty finding where information is stored. Documenting task completion can be difficult for personnel as DRN access is not always easy on a job and their competed task are document long after it has been done (end of the day for example). This can cause needless delays or even outright forgetting to document task completion. With the current system used for organising projects there are many points where confusion can be caused, and information can go mission or undocumented.

**Client Needs**

The intent behind this project seems to be to create one easy to access application for both team managers and there personal to track day to day projects in real time as well as standardising a communication method for projects while keeping a detailed record of both communication and task progress (likely to aid with accountability and mistake finding). This will likely be most accessible as a downloadable application on an individual’s phone or app.

The main problem with current options in the market seem to be the security risk associated with using applications where direct control of information, servers and source code are not controlled by defence Australia. These risks include uncertainty of encryption levels of information being send over networks and server hosting location (application database access not controlled by defence). These seem to be the main reasons why a dedicated app made and controlled by defence is needed. Even through not directly stated being able to time maintenance and server down time to prevent needless confusion for personal is also a reason on why defence would prefer to use their own personal servers. Also, from my own personal experience with using the DRN (current solution used DRN access) I have found that having to access program through the DRN entail going through a virtual machine which causes all application usage to come with lag causing user experience to be slow when performing any actions. To have a highly responsive product for end users the application will need to be separate from the DRN to prevent the issues associated with virtual machines.

**Finish State**

A finish project will produce an application accessible on PED’s designed for co-ordinating/collaboration of teams, tasks and projects that is approved for security classification of up to official.

**High level objectives**

The project can be defined by 2 high level objectives the product or application must be designed to meet. These being official+ level encryption and application capability.

* official+ level security (HL-1)

The application will need to be clear by defence to have access to information at official at minimum or higher securities levels. This will mean data send over any network will need to be encrypted, passwords will need to undergo hashing and data stored will also need to be encrypted. Any other possible security vulnerability will also need to be addressed, eliminated, or minimised to a reasonable degree. These will include but not limited to cross website scripting, sql injection, PED’s loss (device password storage and loss of access), key loggers, remote access to device and shoulder surfing.

* Application Capability (HL-2)

The application must be capable of organising, sorting, and tracking on going work projects from wherever a user is.

**Low Levels objectives**

The high-level objectives can be converted to the following low level objectives.

* RSA encryption (HL-1)

RSA encryption is an asymmetric encryption method approved for information with the classification TOP SECRET. The RSA will need a 3072-bit key. RSA encryption stated will need to be used to exchange AES keys. (Australian Signals Directorate, 2021)

* AES encryption (HL-1)

AES will be used to send information across a network at minimum AEES-256 will need to be used for information of up to TOP SECRET. AES will be used for general information exchange as RSA will likely be far to slow to both encrypt and decrypt data causing end users to have a unresponsive user experience. (Australian Signals Directorate, 2021)

* Password hashing (HL-1)

To prevent storing passwords in plan text in the database hashing will need to be used. SHA-384 will be used and is clear of TOP SECRET classified information. (Australian Signals Directorate, 2021)

* Ability to create team/project and create/track, update tasks (HL-2)

The application will need to capable of assisting team leaders and personal in managing tasks. Therefore, the application will need features and functionality to create team/project and create/track, update tasks.

* Ability to communicate to team or individuals (HL-2)

Project management no matter the job will require a way for individual assigned to teams to communicate in a quick and easy manner. This will entail the ability to send messages to groups and individuals in teams as well as push notifications to alert clients of messages.

* Easy to understand UI design (HL-2)

Projects can become quickly overwhelming with the sheer number of tasks required to be done. The user interface for clients will need to be easy to navigate to import information as well as ways to view only important information to prevent screen cluttering as most users will be using the application on small screens.

**Project Constraints**

* constraints on the solution technological, cost, material, social, environmental
  + no apple devices – kill code
  + web based application has far more security vulnerability
  + Security – (encryption levels required)

c. Organisation Standards: What are the policies and procedures of the client that you must adhere to? What confidentiality, data storage, HSE, ethics, etc.?

d. External Standards: What official or field standards will your project have to comply with?

e. Focused Examination of Literature: This is the existing pertinent literature for the project. This is a literature review that looks at the main background of knowledge that exists. Identifies the gap in knowledge and discusses approaches to that gap based on existing techniques.

## **Milestones and deliverables** (~1-2 pages)

Significant milestones and deliverables of project can be seen in the table below.

|  |  |
| --- | --- |
| **Milestones / deliverables** | **Description** |
| **Reports and Presentations** | |
| Project Proposal | Initial project proposal document |
| Progress Report | Semester 1 progress report |
| Progress oral | Semester 1 oral presentation on progress |
| Project update | Report to highlight progress and changes to initial project proposal |
| Final report | Final report on project |
| Final Oral | Final oral presentation on project |
| **Development Milestones** | |
| Client to Server Database encrypted communication | Demonstrate the ability to send information using AES and RES encryption over a network from the clients PED to a server and store/extract information onto/from the server. |
| User authentication / login | Demonstrate the ability to login from a client app using all necessary security measures. Including AES inscription, RES encryption, hashing |
| User registration | Demonstrate the ability to over a network. No information on user can be sent unencrypted over the network |
| Home ui design / app navigation design | Designed general look and navigation of the application. This will include ui design and this point home ui will be implemented and navigation to app features will be implemented. |
| Feature 1 – team organiser | The application ability to create a team and create/track/assign tasks is complete. This will also include the ability from personal to complete tasks. |
| Feature 2 – group and individual messaging | The application ability to create message rooms for teams and send messages to and from individual users is implemented. |
| Feature 3 – personalised check list | The application ability to create a personalised check list of jobs needed to be completed by individual users. |
| Feature 4 – team message board | The application ability to create a team message board to store important information – sort of a news board or like a GitHub read me file |

Tasks

The tasks needed to complete the milestones above will include creating 2 separate application a server and a client app which will communicated using TCP over the internet. The server will be a command line application and will require access to a database. The client app will be design for a mobile device and therefore will require a GUI and will be the interface for users to interact with the database. Tasks can be seen dot pointed below.

* Programming language / ide selection

There are many ide’s and potential programming languages that could be selected to complete this project all with advantages and disadvantages. This task entails researching the possible options and making a decision on which options to choose.

* App testing methodology

This task entails having a way to test the application during development and deciding on the application build process methodology (method to convert code to usable application).

* Set up GitHub.

A GitHub repository is important for a project as it allows for an external backup of files as well to revert project back to usable states if problems are encountered that cant be solved with current project state. It is also a way to keep a log of individuals contribution if more developers are added to the project.

* Set up client / server sockets.

The socket connections are the backbone of the project as it is the method that allows communication over the internet or network (connecting client to server).

* Set up encryption protocol (AES or RES 256)

This task is used to set up the encryption of messages over socket connections and establishing key exchange procedures.

* Set up/design database on server.

The server of this project will need a secure method of storing data. This task entails creating a database connection between the server program and database. Preliminary database design will also be needed to complete this task.

* Initial login page creation and functionality

With all the previous tasks complete development of the client application can start with a login page to authenticate users before granting access to the rest of the app.

* Registration page creation and functionality

Once authentication of users is implemented the ability to add users to the database will need to be added.

* Home ui creation and page navigation

Before application features can be implemented general user navigation will be required. This will mean design of a home page as well as having a way to navigate to application features.

* Feature 1 design.
* Feature 1 development.
* Feature 2 design.
* Feature 2 development.
* Feature 3 design.
* Feature 3 development.
* Feature 4 design.
* Feature 4 development.

The above tasks (features 1 -4) will be the tasks that related to implementing features of the application (application ability to assist in organising teams). Features are yet to be fully designed however currently plan features include messaging between groups and individuals, interactive Gantt chart, personalised checklist of tasks and personal diaries.

The resources needed to complete the project are minimal as the project will only requires open-source software to complete and testing will only require a few different sized phones which I can source independently, or emulators could be used instead. The main resources needed to complete the project will be time and expertise’s.

In the 2 semesters given to complete the project (if done independently) I can reasonably expect to have completed a useable app with minimal features (expecting 2 major features).

-todo add table of software/hardware resources

For Gantt chart of project refer to appendix 1

## **Communication** (~1 page)

Fortnightly check-ins

Too update my supervisor on my progress I plan to attend open office hours or email to give updates on my project progression and address issues and concerns fortnightly. If necessary, I will attend office hours weekly if they are necessary for the project continuation. In the below table are the submitted items.

|  |  |  |
| --- | --- | --- |
| **Submittable** | **Date** | **To** |
| Project proposal Draft | Semester break Semester 1 | Marked by Supervisor |
| Project proposal | Week 7 Semester 1 | Marked by Supervisor |
| Progress report draft | Week 11 Semester 1 | Marked by Supervisor |
| Progress report | Week 14 Semester 1 | Marked by Supervisor |
| Progress oral | Week 14 Semester 1 | Marked by Supervisor |
| Project update draft | Week 3 Semester 2 | Marked by Supervisor |
| Project update | Week 5 Semester 2 | Marked by Supervisor |
| Final report draft | Week 11 Semester 2 | Marked by Supervisor |
| Final report | Week 14 Semester 2 | Marked by Independent Academic |
| Final Oral | Week 14 Semester 2 | Marked by Supervisor & Marked by Independent Academic |

c. Define an escalation matrix of communication channels including supervisor, client, and UC. Define expected method of communication. Similar to one on Blackboard ‘Getting Started’ page.

# **References**

# **Appendix 1 – Project Gantt Chart**

Refer to excel file for easier read.

