

Project Proposal

Name: Jihui. Sheng

ID: 11539324

Course: Cpt_S 427

Title:

Online Game Security

Motivation and problem:

Motivation:

For the player's gaming experience, the game producer should be responsible for the safety of the game. This includes user account security, client security and server security. In view of the security threats that may be faced by all aspects of the game, develop relevant solutions to build a game that allows players to rest assured.

problem:

1. The user's account password may be stolen.
2. Client information may be tampered with.
3. Server may be maliciously attacked.

Description of the Contribution:

As a game lover, I am very interested in making games. Although I have not tried it yet, I generally understand the importance of safety to the game. Once the game is unsafe, the player will be lost. I also learned that some of the security threats that the game itself may face. Therefore, I want to search for relevant information through the browser, identify these threats, understand the relevant security model, and try to solve the security threats. Some of my own thoughts will also be mentioned during the period. And I will do my best to try to build your own security model.

Proposed Milestones:

Milestones	Plans	Timeline(Due)
1	Use the browser to search for various security threats encountered in the game, and initially plan the direction.	6/26
2	Research solutions to address security threats	7/3
3	List relevant security models and learn from them	7/10
4	Try and build your own security model after analysis	7/17
5	Summary	7/24
6	Complete	7/31