Project milestone

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Course: Cpt_S 427

Title:

      Online Game Security

Description:

      Nowadays, more and more people use their free time to play online games to relax themselves, so the safety of online games is getting more and more attention. The aspects of online game security that need attention can be roughly divided into three parts: user security, client security, and server security.

	Stakeholders	**Threads**
User security	User	user's account and password will be stolen or modified
Client security	User, Game developers	game cheating and game Trojan horses
Server security	Game developers	DDOS (distributed denial of service), CC (Challenge Collapsar), SQL injection and other behaviors

Status of the Project:

	Threads	**Solution**	**Analysis**	**Improve**
User security	Found	Found	Not yet	Not yet
Client security	Found	Found	Not yet	Not yet
Server security	Found	Found	Not yet	Not yet

Milestones yet to be accomplished and proposed time line to accomplish the remaining 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