**Project milestone**

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Course: Cpt\_S 427

**Title:**

Online Game Security

**Description:**

For online game user security, client security, server security. Game developers need to have a general understanding of the threat. In order to allow players to experience the game better, a security system is a must. Complete safety precautions should be formulated in the early stages of making a game.

**Status of the Project:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Threads** | **Analysis** | **Solution** |
| **User** | user's account and password will be stolen or modified |  | User authentication |
| Password secure submission |
| **Client** | game cheating | The client needs to ensure that the local database data is not tampered with. | Dynamic anti-plugin |
| game Trojan horses | https protocol |
| **Server** | MITM Attack | The server needs to verify user identity and client integrity | Establish a confidential channel |
| DDOS (distributed denial of service) |  |

**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** | ~~Learn more about the solution by learning other models~~ | **7/10** |
| **4** | Try and build own security model after analysis. (Not complete yet) | **7/17** |
| **5** | Summary | **7/24** |
| **6** | Complete | **7/31** |