

## CE1.12 - Disaster-recovery

Assignment 1.12 Topic : Mobile Gaming Application (on Mobile Legends)



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# Define your company's business (Mobile Legends Universe, MLU)

## 1. Business Overview:

Name: Mobile Legends Universe (MLU)

Description: MLU is a popular mobile gaming application that offers multiplayer online battle arena (MOBA) gameplay. It has millions of active players globally, generating significant revenue through in-app purchases and ads.

Mission: To provide an engaging gaming experience to players worldwide.

# Define your company's assets (Mobile Legends Universe, MLU)

## 2. Company's Assets:

**Game Servers:** The infrastructure that hosts live game instances.

**Player Data:** Profiles, in-game purchases, and progress data.

**Content:** Game assets, updates, and event content.

**Brand Reputation:** The MLU brand and its reputation among players.

**Financial Data:** Revenue streams, payment information, and financial records.

**Intellectual Property:** Game design, artwork, and proprietary technology.

**Player Community:** Engaged player base and social media presence.

# Define your company's possible threat (Mobile Legends Universe, MLU)

## 3. Possible Threats



### Cloud Responsibility <Responsibility for security 'of' the cloud>

#### Server Failures:

Threat: Hardware or software failures leading to service disruptions.

Mitigation: Implement server redundancy and automated failover mechanisms.

#### Distributed Denial of Service (DDoS) Attacks:

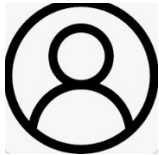
Threat: Large-scale DDoS attacks affecting game servers and causing downtime.

Mitigation: Deploy DDoS protection services and redundancy for server locations.

#### Natural Disasters:

Threat: Earthquakes, floods, or other natural disasters affecting data centers.

Mitigation: Geographic redundancy and disaster recovery plans.



### User Responsibility <Responsibility for security 'IN' the cloud>

#### Software Bugs or Exploits:

Threat: Game-breaking bugs or exploitable vulnerabilities.

Mitigation: Robust quality assurance testing, rapid bug fixes, and patch deployment.

#### Data Breaches:

Threat: Unauthorized access to player data, leading to privacy and security breaches.

Mitigation: Strong encryption, access controls, and regular security audits.

#### Content Theft:

Threat: Theft of game assets or IP, leading to unauthorized distribution.

Mitigation: Legal protections, secure repositories, and content watermarks.

# Define your company's RTO & RPO (Mobile Legends Universe, MLU)

## 4. Define Company's RTO & RPO:



### **RTO (Recovery Time Objective):**

The RTO for MLU is to ensure that essential gaming services are restored within 2 hours of an incident. This includes game server availability, player data access, and in-game purchases.



### **RPO (Recovery Point Objective):**

The RPO for MLU is set at 15 minutes. This means that, in the event of data loss, we aim to recover player data, progress, and financial transactions up to the last 15 minutes before the incident.

# Gaming Architect network

