About
Threat Modeling

The Elevation of Privilege game is designed to be the easiest way to start looking at your design from a security perspective. It's one way to threat model, intended to be picked up and used by any development group. Because the game uses STRIDE threats, it gives you a framework for thinking, and specific actionable examples of those threats.

STRIDE stands for:

Spoofing: Impersonating something or someone else.

Tampering: Modifying data or code.

Repudiation: Claiming not to have performed an action.

Information Disclosure: Exposing information to someone not authorized to see it.

Denial of Service: Denying or degrading service to users.

Elevation of Privilege: Gain capabilities without proper authorization.

At **www.microsoft.com/security/sdl/eop** we have videos, score sheets and tips and tricks for playing.

About

SDL

The Elevation of Privilege game is a fun and easy way to get started understanding the security of your systems by threat modeling. As you discover and correct design-level security problems, it's worth thinking about the other ways security issues can creep into your code. Microsoft has a large collection of free resources available to help you get started with the Security Development Lifecycle (SDL).

To learn more about threat modeling and the Microsoft Security Development Lifecycle, visit our website at **microsoft.com/sdl/**

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Security Development Lifecycle