Scope & Limits:

We must be aware of our strengths and weaknesses, in order to complete our project, that is why each one assumes a role and exploiting the skills of each member, we can adapt to the work environment required by the RUFUS project. Limited for the moment (3 weeks) only in concept and project approach.

With the implementation of the RUFUS project, we will learn everything about planning, scheduling Schedule time for a project, as well as improving our computer skills, these would be a software developer, programming languages, GUI design, databases, networks, web develop, security, administration of the server and marketing.

Tools & Technologies:

At the moment we are thinking about using open software, with GNU GLP license for the creation of the source code of our software that will be developed in the Python language in its first moment.

It is also thought to use GitHub to join our codes and keep an order with the repositories.

In the case of the server that provided the service, it can be mounted on an openSUSE or Ubuntu Server and the development PCs can be used as Linux Arch or Ubuntu. This would be to reduce costs in the licensing of the OS, as well as the pc specs.

Testing:

RUFUS should be tested with different forms of pentest in order to guarantee the stability of our plug-in, this will be achieved by testing from the concept, in the development of the source code, as well as before being released to production this should be beta form tested by users previously selected for the task, these may be friends, computer colleagues or release a version in the (example google store) and see the behavior of the plug-in.