Penetration Tester

Product Design Specification

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Version History

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1. **Introduction**
   1. **Purpose of the Product Design Specification Document**

The Product Design Specification document will document and track the design and planning of the Mobile Penetration Tester.

1. **General Overview and Design Guidelines/Approach**

Principals/Strategies to be used as guidelines when designing/implementing.

1. Identify what we need to protect.

2. Determine what we need to protect it from.

3. Determine how likely the threats are.

4. Implement measures to protect assets in cost effective manner.

5. Review and continuously improve when weakness is found.

* 1. **Assumptions / Constraints / Standards**

Multiple standards exist when testing cyber security some good ones are:

* RFC 2196
* NIST Cybersecurity Framework
* ISO/IEC 27000-27003 (Information Security Standard)
* Gnu General Public License agreement

1. **Architecture Design**
   1. **Logical View**

There is no logical view for the architectural design for this product.

* 1. **Hardware Architecture**

There are many hardware components to our design. We will interface with and attempt to penetrate a network from multiple angles, and this requires a diversity of hardware.

1. Rubber Ducky

The Rubber Ducky will need to be plugged into a computer connected to the network in question. It will attempt to gather information and send it/ store it in a secure way.

1. LAN Turtle

The LAN Turtle will also need to be physically plugged into the network. It will mimic a standard Ethernet to USB connector. Its purpose will be to expose vulnerabilities in the network so they can be fixed.

1. Wi-Fi Pineapple
2. Raspberry Pi
3. Server (?)
4. DoS Attacks (?)
   1. **Software Architecture**

We will have scripted actions and some automation in much of what happens, including an automated report. This will involve shell scripting. We also will need a program to gather and sort information. We may potentially want some communication among our hardware that will involve some communication program.

* 1. **Security Architecture**

Since all the information we are dealing with is potentially sensitive, we will need strong encryptions, as well as secure connections.

* 1. **Communication Architecture**

We will be utilizing an encrypted e-mail service such as ProtonMail. This is to further protect the team’s communications where sensitive information may be relayed to each other and the customer before, during and after the test. The team is currently using Slack to communicate for the purposes or product production with documentation being maintained on Github.

* 1. **Performance**

This is dependent on the end-users hardware and infrastructure.

1. **System Design**
   1. **Use-Cases**

This system is designed to be used on small networks to expose vulnerabilities so they can be quickly fixed before a malicious attack occurs. It is designed as a low cost, DIY penetration testing package that gives small businesses and non-profits a foundation in cybersecurity tools and hardware; That they can initially utilize and build their expertise with.

* 1. **Database Design**

The database will need to hold the results from all of our tests so we can quickly see how the network performed with each test. We will also have large amounts of raw data in the form of logs and filtered packets. This raw data will need to be put into a large database so that we can sort out only the pertinent information.

* 1. **Data Conversions**

Raw data and logs will need to be compiled into a form that makes it easy for the user of the testing system to see necessary information. This may involve writing SQL queries and custom filters for large databases.

* 1. **Application Program Interfaces**

Kali Linux is a Linux distribution that has its own user interface. Rubber Ducky utilizes a simple scripting language called Ducky Script. LAN Turtle uses an interface called Turtle Shell to provide SSH in to networks. WIFI Pineapple software is called the Pineapp Suite.

* 1. **User Interface Design**

Most of the software that we will be including is free, open source and already includes well developed user interfaces. The included hardware (Rubber Ducky, Lan Turtle and WIFI Pineapple) have well developed and supported UI’s. We will be designing the user interfaces for the generated reports and documentation.

* 1. **Performance**

Performance of the project will have a pass/fail metric for each test. Each device and tool should expose a vulnerability that can then be mitigated by finding this weakness. We cannot simply attack, we must secure.

* 1. **Section 508 Compliance**

Non-applicable to hardware and software components.

1. **Product Design Specification Checklist**
   1. **Environment**
      1. **Transportation**

We have a waterproof and shock resistant container for the system that will be used to protect it from environmental hazards to and from the testing site.

* + 1. **Deployment**

This will be in the clients facilities that will more than likely be climate controlled. Due to the nature of this product these environments will already be conducive to the safe deployment of this system.

* 1. **Target product Cost**
     1. **Cost to build**

RubberDucky: $44.99

WiFi Pineapple Nano Tactical: $159.99

LAN Turtle: $49.99

Hack5 Field Kit: $20.00

Pelican 1060 Micro Series: $25.00

Estimated R&D cost: $10800.01

* + 1. **Projected MSRP**

$499.97 + Shipping and Handling

* 1. **Competition**

None that we could find.

* 1. **Quantity and Manufacturing**
  2. **Materials**
  3. **Quality and consistency**
  4. **Standards**
  5. **patents**
  6. **Packaging and shipping**
  7. **Aesthetics and ergonomics**
  8. **Market Constraints**
  9. **Company Constraints**

**Appendix A: References**

**Appendix B: Key Terms**