Security

You are developing a multi-user computer game, and wish to make it harder for players to cheat.

(a) Discuss the possible benefits of using

   (i) encryption/authentication [4 marks]
   (ii) virus detection technology [4 marks]
   (iii) intrusion detection techniques [4 marks]

(b) What might be the advantages and disadvantages of issuing players with a smartcard and reader? [8 marks]