



POLITECNICO DI TORINO



Re-Trust Prototype Specifications

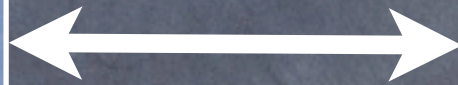
Stefano Di Carlo, Mariano Ceccato, Brecht
Wyseur, Jerome D'Annoville

Prototype Meeting

- Attendees:
 - TRENTO
 - ▶ Mariano Ceccato
 - ▶ Paolo Tonella
 - ▶ Mila Dalla Preda
 - KUL
 - ▶ Brecht Wyseur
 - POLITO
 - ▶ Stefano Di Carlo

Architecture

GAME SERVER



Car Race game with an infinite
"random" track

License
Checker



Italy, 2006 FIFA
World Cup Champion

Copyrighted Images

Requirements

- Infinite Random Track
 - The track is randomly generated by the server
 - Each client knows only a local part of the track
- Limited speed
 - Light speed not allowed
 - Teleport from one part to another part of the track forbidden :-)
 - ▶ Ferrari is faster than Porsche. Porsche drivers will be tempted to use teleport to win some races
- Limited gasoline

Requirements

- DRM

- While playing the client receives images to display (e.g., famous monuments)
- Images are copyrighted and need to be protected with DRM
 - ▶ We do not consider attacker that steal images through screenshots

Requirements

- License check
 - ▶ The Client is licensed, e.g. cannot be played more than once a day
 - ▶ The license check is performed on the client side

Implementation

- Client
 - JAVA Implementation (UNITN)
 - ▶ Reference Person Mariano Ceccato
 - C/C++ Implementation (POLITO)
 - ▶ Reference Person Stefano Di Carlo
 - Both implementation share the same API and internal architecture
- Server Side
 - JAVA Only (UNITN / POLITO)

Time Line

| 6/08 | 7/08 | 8/08 | 9/08 | 10/08 | 11/08 | 12/08 | 1/09 | 2/09 | 3/09 | 4/09 | 5/09 | 6/09 | 7/09 |
|---|------|------|--|-------|-------|--|------|------|------|---|------|------|------|
| Detailed Prototype Specifications (KUL, POLITO, UNITN) | | | | | | | | | | | | | |
| | | | Prototype Implementation (Client/Server) (POLITO, UNITN) | | | | | | | | | | |
| | | | | | | Remote Entrusting Mechanisms Implementation (Each partner will be responsible for the implementation of specific remote entrusting mechanisms on the prototype) | | | | | | | |
| | | | | | | | | | | Trust analysis and comparison of the different techniques | | | |

Action List

- Mariano provides the code of the car race game available at the moment (DONE)
- Brecht will look into simple DRM and License Checking mechanisms to use in the prototype (TBD)
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