

# STAR WARS

## PRINCIPLES FOR GOOD SECURITY DESIGN

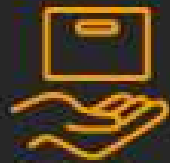
Everything you need to know about designing for security can be shown with an example from Star Wars



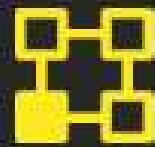
SIMPLE



FAIL-SAFE



COMPLETE  
MEDIATION



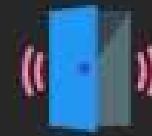
LEAST  
PRIVILEGE



LEAST  
SHARED



SEPARATE  
PRIVILEGE



OPEN DESIGN  
(CHANGEABLE)



LEAST  
SURPRISE



# SIMPLE



Also known as Economy of Mechanism



Simple means less points of failure



# FAIL-SAFE



All Systems fail.



Fail in a manner to not  
compromise security



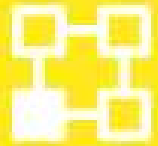
# COMPLETE MEDIATION



Controls must check for all possible situations



User is never left hanging wondering what to do



# LEAST PRIVILEGE



Need to know



Remove choices the user should not make



Reduce cognitive load



# LEAST SHARED



Same commands used differently



Shared Controls are  
maintenance problems



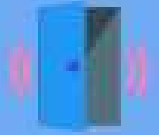
# SEPARATE PRIVILEGE



No all powerful IDs



Checks and Balances



# OPEN DESIGN



No Security through Obscurity



Changeable Information  
secures, not Design





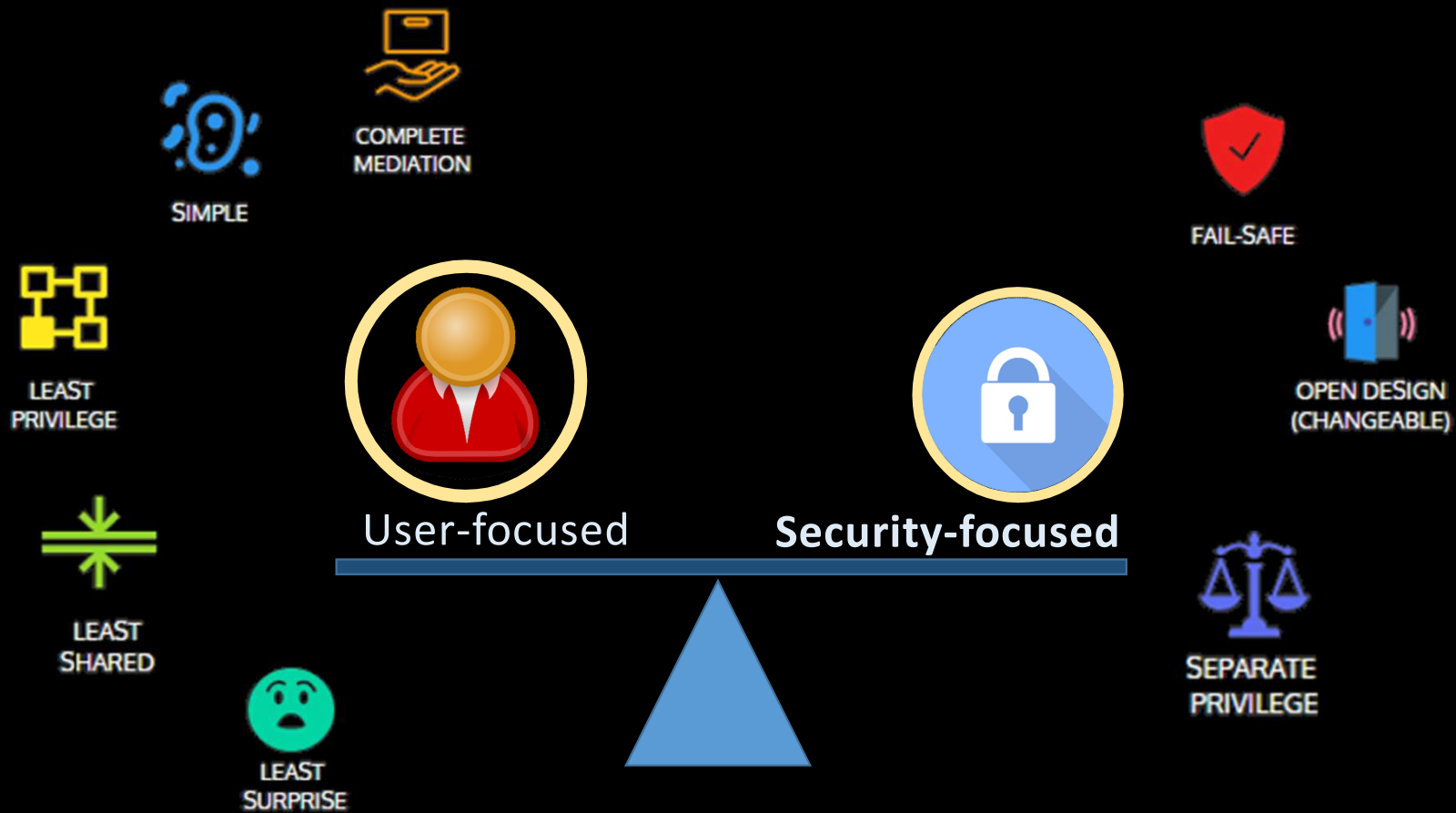
# LEAST SURPRISE



Works the way the user expects

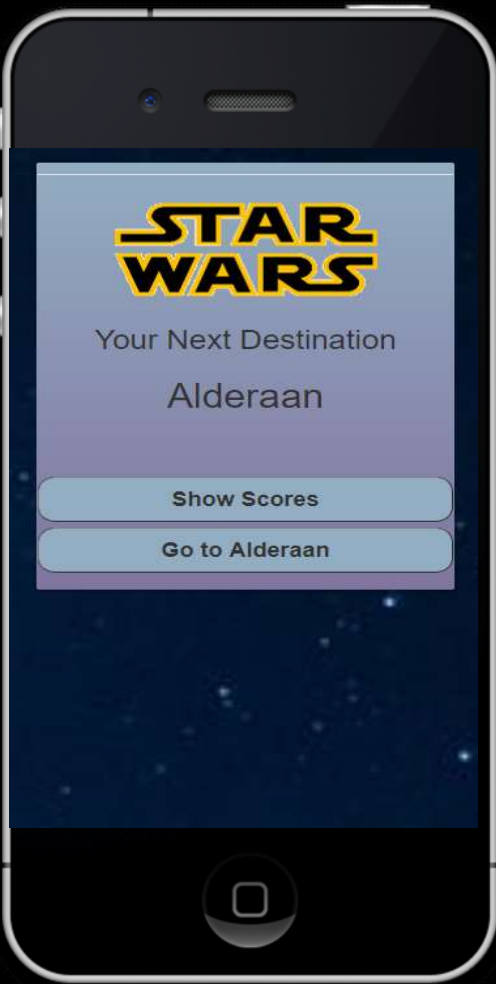


Follows a well known model



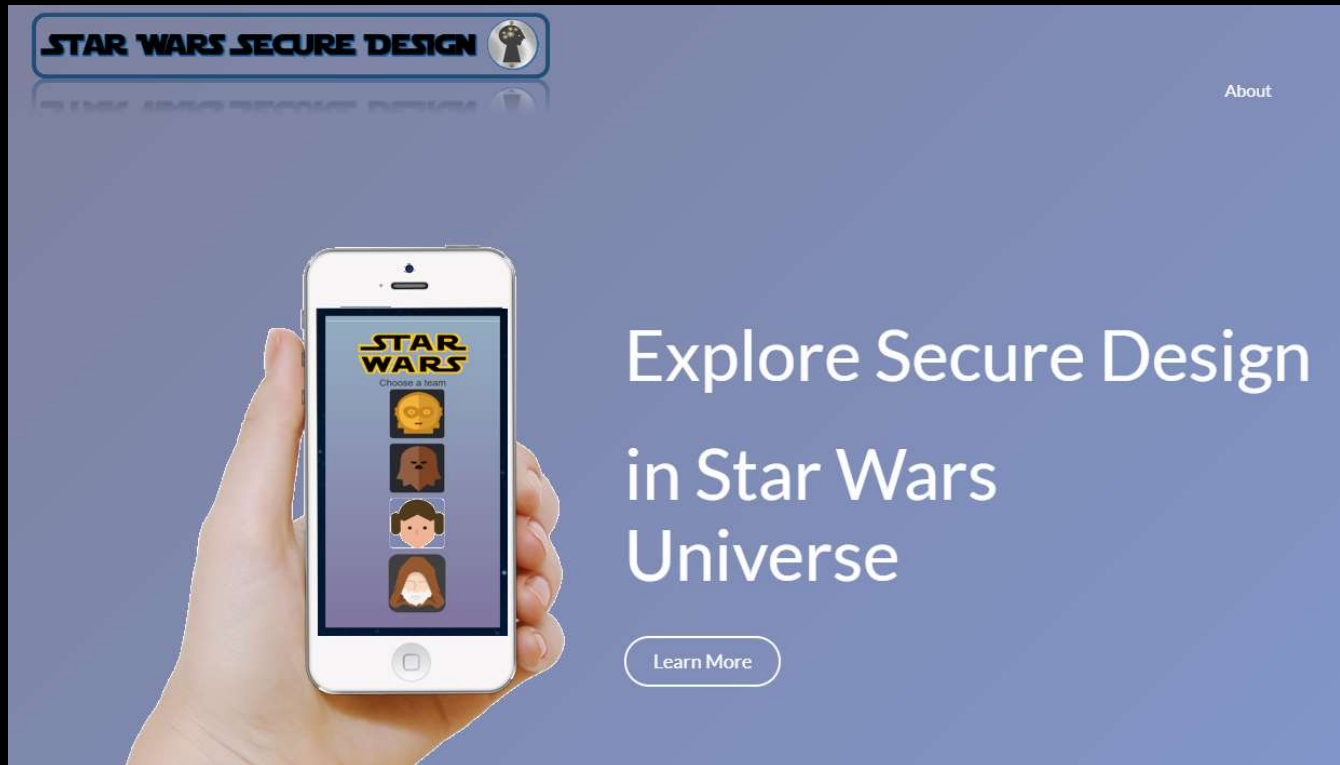
There's an app  
For that





To participate in the game, or get more information [Bit.ly/swsecuredesign](http://Bit.ly/swsecuredesign)

“Shall we play a game?” [Bit.ly/swsecuredesign](http://Bit.ly/swsecuredesign)



You may play the game that reviews the design principles and tours the Star Wars universe. The game will contain the option to view the concept explanation.

