

PGL Match Sneaker - Gaming League Anti Cheat Software

Technologies Used: Linux Server, Windows Client, Encryption, HTTP/FTP, Win32 API This software is developed for the Pro Gaming League website. Its purpose is to record games played by members of the league to ensure that they were not using any cheats or mods during the game. The software monitors user's windows processes, takes screenshots at random intervals during a game session and uploads the data directly onto the league's server where all players of that session could then see each others data. The data collected during the session would be encrypted using a mix of multiple standard encryption methods along with a customized algorithm. All communication with the server was encrypted.