

One of the reasons for this development was as a case study in using a number of open source technologies tied together in a real world example and using an appropriate development process to manage the development. The selection of the technologies and of the development process is part of the case study.

In the course of this blog I will document the steps taken in developing the concept of this website and the actual building blocks used to implement it. The decisions made during this process and the reasons for making them are important, but the way in which the decisions were made and coordinated is even more important.

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Any project starts with the initial concept:

- Daily(?) cryptographic puzzle of varying difficulties available via a number of channels, e.g. Web, Android, iPhone.
  - Client programs to allow interactive solving of puzzles with a number of useful features, e.g. frequency analysis.
  - Users can submit successful solutions to a central "league table" where they can compare their performance with others. Possibly some more formal competition may be added later.
  
  - Website providing a central repository/access point for the system.
  - Users will be able to encrypt/submit their own puzzles to the system.
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In the next episode of this blog I will have a look at what I found in terms of competition, i.e. other people doing the same thing already, and how I intend to do it better than they do...