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STEGANOGRAPHY APPLICATION USING COMBINATION OF MOVEMENTS IN A 2D VIDEO GAME PLATFORM

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Steganography Application Using Combination of Movements in a 2D Video Game Platform

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Abstract.

Steganography represents the art of hiding information within a harmless medium such as digital images, video, audio, etc. Its purpose is to embed and transmit a message without raising suspicion to a third party or attacker who wishes to obtain that secret information. This research aims to propose a methodology with steganography using as a cover object a 2D platform video game. The experimentation model followed consists of using the combination of horizontal and vertical movements of the enemies by applying the numbering in base 5 or quinary where each character of the message is assigned a quinary digit. In the proposal for improvement the video game is set with 20 enemies per level along the map. The concealment is divided into 3 phases from the choice of the message, allocation of quinary values and generation of the videogame level. Finally, the limitations found will be presented based on experimentation.

Keywords: 2D videogames _ Steganography _ Information hiding.

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