**Project Abstract**

Title: “A Security Resource Game in an Engineering of Secure Software Engineering Course”

We will be conducing an in class activity where students are asking to work in small teams designing a secure software system. Students will have to balance making functional progress on the application while balancing resource drains and simulated vulnerabilities to the application. When a vulnerability occurs, teams will be asked to decide among different plans of defense, and mitigation strategies.

At the conclusion of the activity, a discussion will ensure related to the following topics:

* How well do you think your team did balancing resources and threats?
* What would your team do differently next time?
* How will the activity affect your decision making progress on co-op and full time jobs.