Class & Article Notes:

Game Idea:

* A game that provides code snippets with one or more vulnerabilities. Each player has three exploit cards that can attack each code card as well as “the code is secure” card. Each player can use one exploit that they think could effectively attack the code. The reverse of the card contains all the possible exploits that would be successful against the code. If a player lays down the correct exploit he/she will gain points (3 to 5 points). If the player lays down their “code is secure” card, they will gain three points (if correct).