Your Task
Your task will be to build a total of four new CTD cards. You will design a new: asset, defense, attack, and event card that does not currently exist in the game. You want to make sure that you don’t build a card that is too “overpowered” but that it is also worthwhile in the game.
For each of the three cards you need to find/make the following:

- Card Name
- Card Type (ex. “Asset - Server”)
- Short technical description of the card
- A short description of how it impacts the game.

You can check out the official "card list" for a high-res photo of all the card, and a chance for you to even use Google Drawings to design you own. If you don’t use Google Drawings you should get creative as to how you ‘design’ your card.

Building Your Cards
Build your custom cards below

Type your **Asset Card** here, or paste in the photo

Type your **Attack Card** here, or paste in the photo
Reflection
In the game, why were you not safe even if you had every single defense card in play? What could your opponent do? Consider how this is true of real life security.

[Type your response here]

Should we use this card game as a learning tool next year with students? Why or why not? What did you personally think of the game?

[Type your response here]