LIKED

- Helped us think about security (5)
- Made us reflect and get input from others (4)
- Fun to play, some competition (3)
- Finding threats, having a checklist (3)
- Teambuilding (1)

LACKED

- Too specific, many threats are very similar (4)
- More engaging game dynamics (3)
- More details on the threats (how, mitigations) (2)
- Hard to understand threats (1)
- Better documentation (1)
- Previous knowledge of security (1)

LEARNED

- Different types of threats/attacks/security issues (5)
- Security can be relevant even for small applications and even though you initially do not think so (3)
- Understand architecture and entry points (2)
- Security measures (1)
- Basic understanding about security (1)

LONGED FOR

- More generic with different types of systems (1)
- A perspective of unintentional misuse (1)
- Possibility to narrow the scope of the system – remove irrelevant cards upfront(1)
- A more learning-oriented approach (1)
- Game too complicated, need easier descriptions (1)
- Basic knowledge about security (1)