



CERTIFICATE OF ACHIEVEMENT

BADGE KIT COMPLETION

This certifies that

Your Name

has completed every step of the badge kit

Code a choice game that remembers

Girl Scouts Ambassador: Coding for Good 2: Digital Game Design

Stephen Souders

MYTEK LAB



October 30, 2026

DATE COMPLETED

SCOUT

Your Name

BADGE

Girl Scouts Ambassador: Coding for Good 2: Digital Game Design

Each step below was done with the kit **Code a choice game that remembers**, finished October 30, 2026.

- ✓ Step 1: Brainstorm game for good scenarios
- ✓ Step 2: Create an avatar
- ✓ Step 3: Build decision trees
- ✓ Step 4: Design your game
- ✓ Step 5: Playtest and iterate

SAMPLE

For the troop leader

The troop awards the badge. Sign here when the scout has shown you the work.

LEADER SIGNATURE

DATE AWARDED

MY WORK

Your Name: Code a choice game that remembers

Step 1. Scenario 1, the problem and the player's situation: (what the scout wrote)

Step 1. Scenario 2: (what the scout wrote)

Step 1. Scenario 3: (what the scout wrote)

Step 1. The one I picked, and why: (what the scout wrote)

Step 1. What a player should understand or do after playing: (what the scout wrote)

Step 2. Name, and what they want: (what the scout wrote)

Step 2. Go-getter, the moment it matters: (what the scout wrote)

Step 2. Innovator, the moment it matters: (what the scout wrote)

Step 2. Risk-taker, the moment it matters: (what the scout wrote)

Step 2. Leads others, the moment it matters: (what the scout wrote)

Step 3. My decision tree in one sentence: the first choice, and where the paths end: (what the scout wrote)

Step 4. My game's name, and why it fits: (what the scout wrote)

Step 5. What my three players did and said: (what the scout wrote)

Step 5. The change I made, and why: (what the scout wrote)

Step 5. What happened when they played again: (what the scout wrote)