



# CERTIFICATE OF ACHIEVEMENT

## BADGE KIT COMPLETION

*This certifies that*

***Your Name***

has completed every step of the badge kit

**Make a maze game for good**

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

***Stephen Souders***

MYTEK LAB



**October 30, 2026**

DATE COMPLETED

SCOUT

**Your Name**

BADGE

**Girl Scouts Junior: Coding for Good 2: Digital Game Design**

Each step below was done with the kit **Make a maze game for good**, finished October 30, 2026.

- ✓ Step 1: Discover how game design can be used "for good"
- ✓ Step 2: Explore tools used to develop digital games
- ✓ Step 3: Plan a maze game
- ✓ Step 4: Build, test, and improve your maze game using iteration
- ✓ Step 5: Share your game with others

**For the troop leader**

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

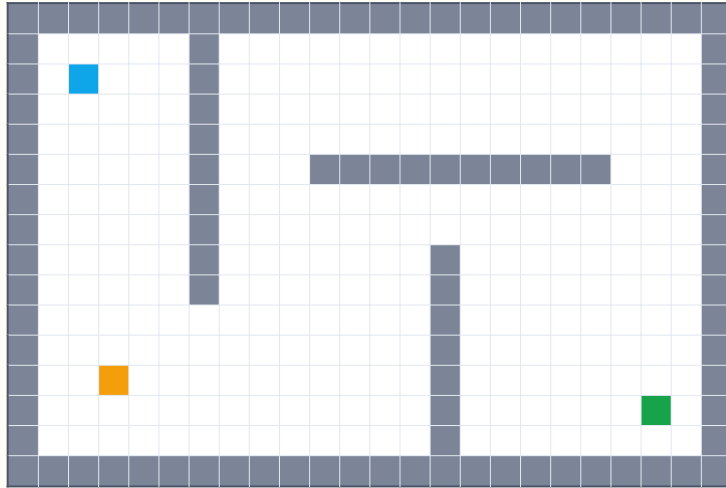
LEADER SIGNATURE

DATE AWARDED

## MY WORK

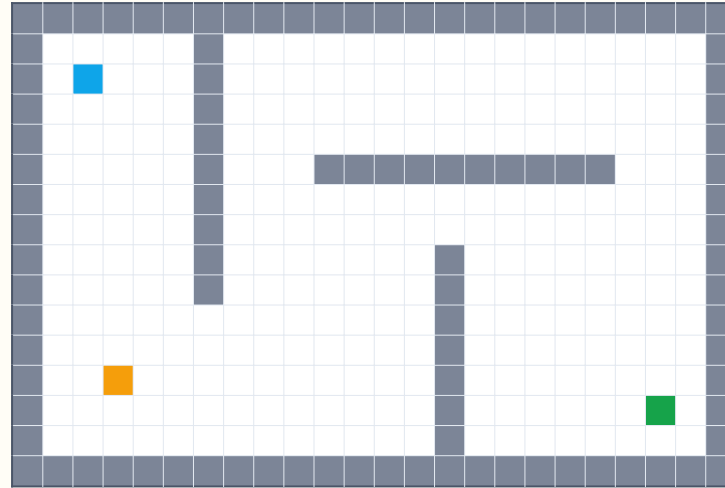
### Your Name: Make a maze game for good

#### MY PLAN



■ Wall ■ Start ■ Goal ■ Collect ■ In the way

#### MY MAZE AS BUILT IN GAMEBUILDER



Step 3. My game is about:

(what the scout wrote)

Step 3. The player collects:

(what the scout wrote)

Step 3. What gets in the way:

(what the scout wrote)

Step 3. When you reach the goal, you have:

(what the scout wrote)

Step 4. Test 1: what I changed after it:

(what the scout wrote)

Step 4. Test 2: what I changed after it:

(what the scout wrote)

Step 4. Test 3: what I changed after it:

(what the scout wrote)

Step 5. Player 1 got stuck at:

(what the scout wrote)

Step 5. Player 1 thought my game was about:

(what the scout wrote)

Step 5. Player 2 got stuck at:

(what the scout wrote)

Step 5. Player 2 thought my game was about:

(what the scout wrote)