MYTEK LAB

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CERTIFICATE OF ACHIEVEMENT

LEARNING KIT COMPLETION

This certifies that

Your Name

SAMPLE

has completed every step of the learning kit

Make a choice game for good

Computer science: game design

Stephen Souders

MYTEK LAB

MYTEK LAB

LEARNING KIT

2026

October 30, 2026

DATE COMPLETED

MYTEK LAB
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STEPS COMPLETED

Certificate SAMPLE

LEARNER

Your Name

SUBJECT

Computer science: game design

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

- ✓ Step 1: Brainstorm a game for good scenario
- ✓ Step 2: Create a character
- ✓ Step 3: Build a decision tree
- ✓ Step 4: Design your game
- ✓ Step 5: Playtest and iterate

SAMPLE

For the parent or teacher

Sign here when you have seen the work.

PARENT OR TEACHER SIGNATURE

DATE

MY WORK

Your Name: Make a choice game for good

Step 1. The problem my game is about:	(what the learner wrote)
Step 1. Who will play it:	(what the learner wrote)
Step 1. The player's situation at the start:	(what the learner wrote)
Step 1. What a player should understand or do after playing:	(what the learner wrote)
Step 2. Name and age:	(what the learner wrote)
Step 2. What they want:	(what the learner wrote)
Step 2. What stands in the way:	(what the learner wrote)
Step 2. A strength:	(what the learner wrote)
Step 2. A flaw:	(what the learner wrote)
Step 2. How they change by the end:	(what the learner wrote)
Step 3. My decision tree in one sentence: the first choice, and where the paths end:	(what the learner wrote)
Step 4. My game's name, and why it fits:	(what the learner wrote)
Step 5. What my three players did and said:	(what the learner wrote)
Step 5. The change I made, and why:	(what the learner wrote)
Step 5. What happened when they played again:	(what the learner wrote)