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

Code a choice game that remembers

Computer science: game design and coding

Stephen Souders

MYTEK LAB

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LEARNING KIT

2026

October 30, 2026

DATE COMPLETED

Certificate SAMPLE

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STEPS COMPLETED

Certificate SAMPLE

LEARNER

Your Name

SUBJECT

Computer science: game design and coding

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 parent or teacher

Sign here when you have seen the work.

PARENT OR TEACHER SIGNATURE

DATE

MY WORK

Your Name: Code a choice game that remembers

Step 1. Scenario 1, the problem and the player's situation:	(what the learner wrote)
Step 1. Scenario 2:	(what the learner wrote)
Step 1. Scenario 3:	(what the learner wrote)
Step 1. The one I picked, and why:	(what the learner wrote)
Step 1. What a player should understand or do after playing:	(what the learner wrote)
Step 2. Name, and what they want:	(what the learner wrote)
Step 2. Go-getter, the moment it matters:	(what the learner wrote)
Step 2. Innovator, the moment it matters:	(what the learner wrote)
Step 2. Risk-taker, the moment it matters:	(what the learner wrote)
Step 2. Leads others, the moment it matters:	(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)