



CERTIFICATE OF ACHIEVEMENT

LEARNING KIT COMPLETION

This certifies that

Your Name

has completed every step of the learning kit

Code a pixel avatar game

Computer science: arrays and game design

Stephen Souders

MYTEK LAB



October 30, 2026

DATE COMPLETED

LEARNER

Your Name

SUBJECT

Computer science: arrays and game design

Each step below was done with the kit **Code a pixel avatar game**, finished October 30, 2026.

- ✓ Step 1: Create an avatar
- ✓ Step 2: Use arrays to create images
- ✓ Step 3: Write an array for an icon
- ✓ Step 4: Develop a game scenario
- ✓ Step 5: Play your game

SAMPLE

For the parent or teacher

Sign here when you have seen the work.

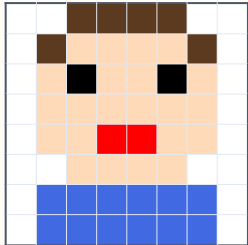
PARENT OR TEACHER SIGNATURE

DATE

MY WORK

Your Name: Code a pixel avatar game

MY AVATAR



Black (k) White (w) Peach (s) Tan (t) Sienna (n) Dark brown (d) Gold (y) Orange (o) Red (r) Pink (p) Blue (b) Green (g) Purple (v)

Step 1. My avatar's name:	(what the learner wrote)
Step 1. What my avatar is like:	(what the learner wrote)
Step 2. What avatar[0] holds in my code:	(what the learner wrote)
Step 3. My icon is a:	(what the learner wrote)
Step 3. Why I picked it:	(what the learner wrote)
Step 4. Who the player is:	(what the learner wrote)
Step 4. Where the game happens:	(what the learner wrote)
Step 4. The goal:	(what the learner wrote)
Step 4. What makes it hard:	(what the learner wrote)
Step 4. How my game does some good:	(what the learner wrote)
Step 5. Who played my game:	(what the learner wrote)
Step 5. Where they got stuck:	(what the learner wrote)
Step 5. One change I made after watching them:	(what the learner wrote)