



CERTIFICATE OF ACHIEVEMENT

LEARNING KIT COMPLETION

This certifies that

Your Name

has completed every step of the learning kit

Make a maze game for good

Computer science: game design

Stephen Souders

MYTEK LAB



October 30, 2026

DATE COMPLETED

LEARNER

Your Name

SUBJECT

Computer science: 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 parent or teacher

Sign here when you have seen the work.

PARENT OR TEACHER SIGNATURE

DATE

Your Name: Make a maze game for good

A 20x20 grid world environment. The grid is bounded by a thick grey border. Inside, there are three colored squares: a blue square at (1, 1), an orange square at (1, 18), and a green square at (19, 19). A grey obstacle, consisting of a 1x10 block, is located at (10, 10).

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

(what the learner wrote)

(what the learner wrote)

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