



Coding For Good – Digital Game Design – Cadette

1. Create an avatar

Use the handout at this link to brainstorm the features and characteristics of a character or icon in your video game. Does your character have special items? Magical capabilities? Super powers? Show them in your design. <https://my.girlscouts.org/content/dam/girlscouts-vtk2019/local/aid/meetings/C19DG01/Create-Your-Avatar.pdf>

2. Learn how to use arrays to create images

Discover arrays, and how images are created using codes and pixels using this worksheet: <https://my.girlscouts.org/content/dam/girlscouts-vtk2019/local/aid/meetings/C19DG01/Image-Arrays-for-Step-Two.pdf>

3. Write an array to create an icon

Using post-it notes to recreate your avatar from step one on a blank wall. This will represent your array for the avatar. It may help to use two different colored sets of post-it notes to show the entirety of the grid, and the contrast of your outline.

4. Develop a game scenario

Think of the situations you have to navigate and the problems you need to solve while playing a video game. Think of the situations and problems you encounter in your daily life. These are scenarios, and they set the scene for any good game. Brainstorm some scenarios for your avatar to navigate in your game. Examples: It is the character's first day at school; The character wants to clean up a beach.

5. Play your game

Have a friend or family member create a scenario for your character. In thirty seconds, try to come up with a solution for your character. Utilize your character's special abilities and character traits. Then switch roles and present a different scenario to your partner, and give them thirty seconds to create a solution to the scenario.

In order to complete this badge, send a photo or short video of yourself during Step 3 to ssmith@girlscoutsoaz.org

You can purchase Badges at our online store <https://www.girlscoutshop.com/SOUTHERN-ARIZONA-COUNCIL>