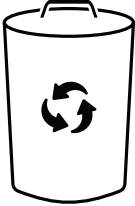

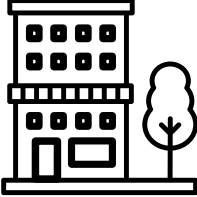
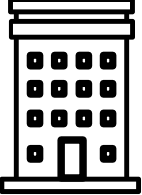
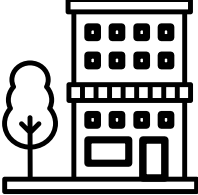
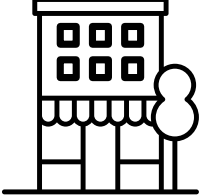
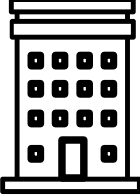
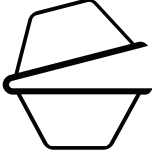
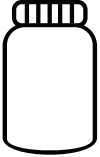

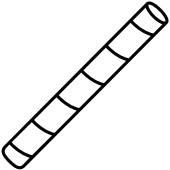


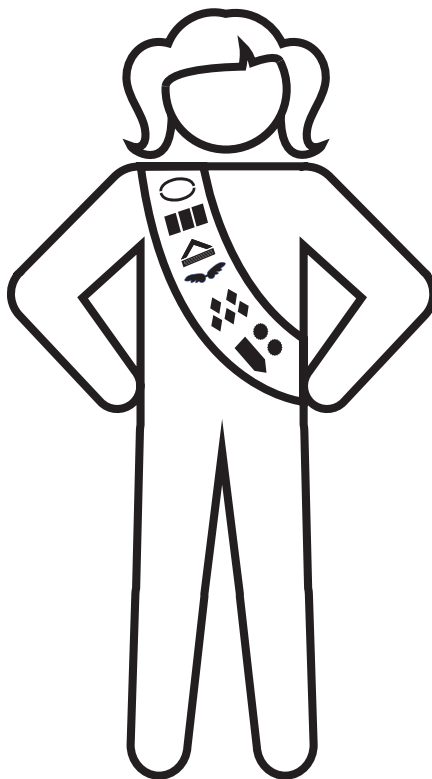
Coding for Good Badges - Digital Game Design

Maze Game Diagram & Coding Blocks

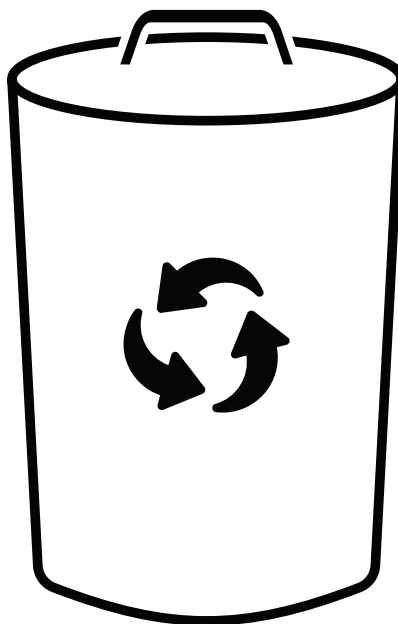
					
					
					
					
					

Note: To increase difficulty, expand the grid to 8x8 or larger to create a larger canvas for game design!

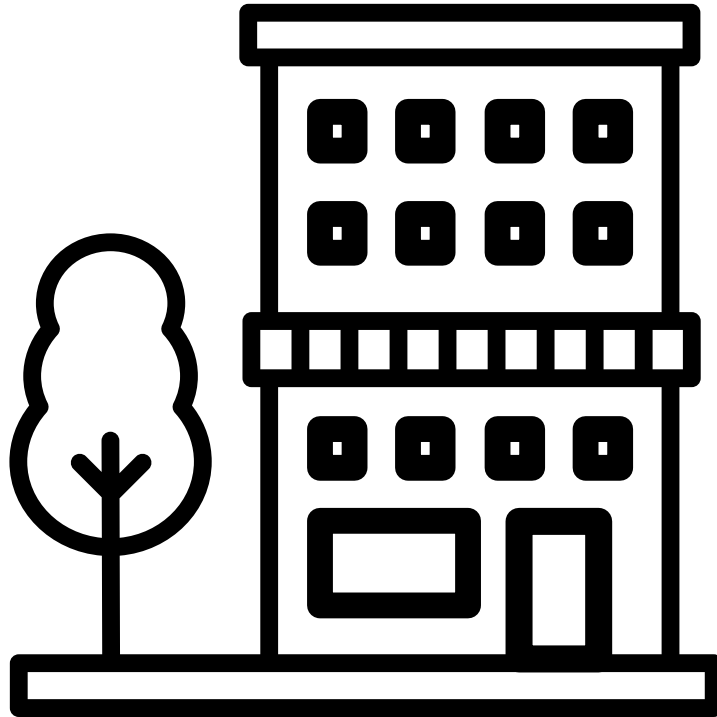
Character: Girl



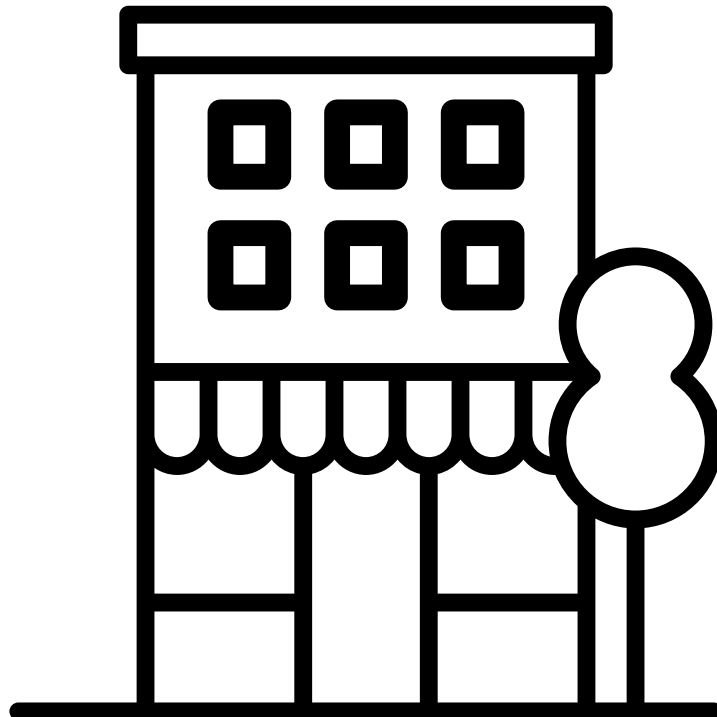
Goal: Recycle



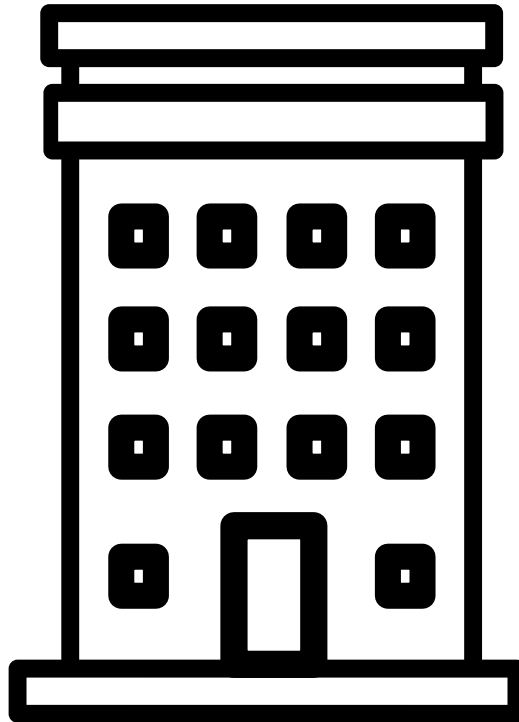
Obstacle: Buildings



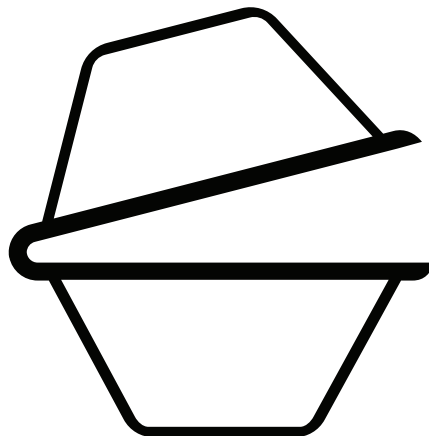
Obstacle: Buildings



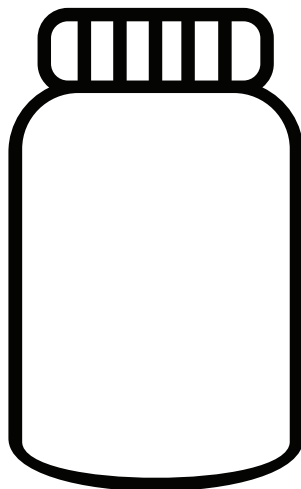
Obstacle: Buildings



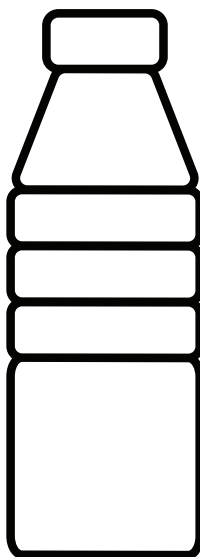
Object: Trash



Object: Trash



Object: Trash



Object: Trash

