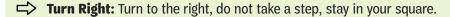


Coding for Good Badges - Digital Game Design 1&2 Design Your Own Maze Game

Commands:



- **Turn Left:** Turn to the left, do not take a step, stay in your square.
- **Jump:** Jump over an obstacle and land in the next square. Jumping is not allowed if it takes you off the grid.
- **Move Forward:** Take one step forward. Characters cannot step off the grid.
- Pick Up: When you reach an object, pick it up.