Complete this worksheet to learn about women game designers and earn the Girls Make Games Too achievement

- Choose one of the women below to research
  - **Amy Hennig** - Known for her work as a writer and game director on the "Uncharted" series and "Legacy of Kain" games.
  - **Momo Pixel** - Developer of indie games like Hair Nah and Keep It Together! spotlight the hair-raising — and -brushing and -tamping — complexities, joys, and challenges of being a Black woman.
  - **Brenda Romero** - A game designer and industry advocate, known for her work on games like "Wizardry" and "Doom" series, as well as her contributions to diversity and inclusivity in gaming.
  - **Kim Swift** - Co-creator of the puzzle-platformer game "Portal" and designer for games like "Left 4 Dead" and "Quantum Conundrum."
  - **Catt Small** - Game designer and developer known for her work on games like "SweetXheart"

  - **Jane Ng** - Art director and designer known for her work on the visually stunning game "Firewatch."

  - **Robin Hunicke** - Designer and producer, known for her work on games like "Journey" and "Luna."

  - **Rhianna Pratchett** - A prolific writer and narrative designer known for her work on games like "Tomb Raider" (2013) and "Heaven's Vault."

- On a separate sheet of paper, write a short paragraph about her achievements and contributions to the gaming industry. Your paragraph should mention any challenges she faced and how she overcame them.
- Post your paragraph by the camp posters.

Girls Make Games, Too