Roblox-Curriculum

Duration: 45–50 Hours

Module 1: First Steps in Roblox Studio

Lesson 1 — Welcome to Roblox Studio

- Interface overview
- Explorer and Properties
- Move, Scale, Rotate
- Anchor basics

Project:
- Simple Obby Starter

Lesson 2 — Building with Parts

- Part types
- Materials
- Colors
- Surface appearance
- Collision basics

Project:
- Colorful Platform World

Lesson 3 — Creating Your First Play Area

- Terrain Editor
- Sculpt Tool
- Basic level planning

Project:
- Fantasy Island Build

Lesson 4 — Terrain Editor Basics

- Flatten tool
- Smooth tool

- Paint
- Water placement

Project:
- Multi-Island World

Lesson 5 — Advanced Tools

- Properties
- Referencing
- Toolbox
- Model insertion
- Safe asset use

Project:
- Dice Game

Lesson 6 — Natural Landscapes

- ParticleEmitter
- Grouping
- Wedges
- Deep Subtract
- Union
- Negation

Project:
- Torch Light
- Volcano Scene

Lesson 7 — Lighting and Atmosphere

- Lighting service
- Atmosphere
- Shadows
- Fog settings

Project:
- Day and Night Environment

Lesson 8 — Decorative Environment Design

- Decals
- Surface details

- Asset placement
- Theme design

Project:
- Medieval Village

Module 2: Roblox Lua Programming Foundations

Lesson 9 — First Lua Scripts

- print()
- Script.Parent
- Script placement
- Output window debugging

Project:
- Part prints message in output

Lesson 10 — Variables in Roblox

- local
- storing values
- storing parts
- strings and numbers

Project:
- Color-changing brick

Lesson 11 — Events Begin

- Touched Event
- Trigger interactions
- Event connections

Project:
- Touch brick changes color

Lesson 12 — Smart Conditions

- if / then / else
- humanoid detection
- multiple conditions

Project:
- Human-only trigger block

Lesson 13 — Functions in Roblox

- Creating functions
- Calling functions
- reusable systems

Project:
- Door open / close system

Lesson 14 — Loops in Action

- while
- for
- repeat loops

Project:
- Blinking light timer

Lesson 15 — Operators and Comparisons

- greater than / less than
- equality
- logical operators

Project:
- Speed gate logic

Lesson 16 — Randomness in Games

- math.random()
- random ranges

Project:
- Random color floor

Lesson 17 — Tables in Lua

- storing lists
- indexing
- looping through tables

Project:
- Random reward selector

Lesson 18 — Advanced Functions

- function parameters
- return values

Project:
- Score calculator

Lesson 19 — Debugging in Roblox

- common script errors
- debugging strategies
- output reading

Project:
- Fix broken scripts challenge

Lesson 20 — ModuleScripts Introduction

- reusable code modules
- require() basics

Project:
- Shared utility script

Module 3: Interactive Game Mechanics

Lesson 21 — GUI Basics

- Buttons
- Text labels
- ScreenGui structure

Project:
- Button hides platform

Lesson 22 — GUI Scripting

- changing text
- button events

Project:
 ● Simple score button

Lesson 23 — ProximityPrompt Systems

● Trigger without touching

Project:
 ● Walk near object → light toggles

Lesson 24 — TweenService Basics

● Smooth movement
 ● tween properties

Project:
 ● Sliding door

Lesson 25 — Sound Programming

● Play / stop / loop
 ● sound triggers

Project:
 ● Music control button

Lesson 26 — Animation Basics

● humanoid animation
 ● animation IDs

Project:
 ● NPC dance trigger

Assessment

● Interactive Mini Obby with button logic

Module 4: Collectibles and Game Systems

Lesson 27 — Cloning Objects

● Instance.new()
 ● duplication logic

Project:
 ● Coin spawner

Lesson 28 — Player Storage

● folders
 ● value objects

Project:
 ● Coin counter

Lesson 29 — UI Updates

● text changes live

Project:
 ● Coin count display

Lesson 30 — Checkpoints and Win Logic

● goal zones
 ● respawn systems

Project:
 ● Win zone system

Lesson 31 — Leaderboards

● leaderstats
 ● score tracking

Project:
 ● Coins leaderboard

Lesson 32 — Save Systems Introduction

● datastore concepts
 ● persistent values

Project:
 ● Save player score prototype

Module 5: NPCs, Tools, and AI Systems

Lesson 33 — ClickDetector Systems

● click interaction

Project:
 ● NPC says message

Lesson 34 — Giving Tools

● tools to players

Project:
 ● Flashlight giver

Lesson 35 — Health Systems

● humanoid health
 ● damage zones

Project:
 ● Healing fountain + trap

Lesson 36 — Unlock Systems

● boolean tracking

Project:
 ● Door unlock by collected coins

Lesson 37 — NPC Pathfinding

● PathfindingService basics

Project:
 ● NPC follows player

Lesson 38 — Enemy AI Basics

● chasing logic
 ● attack zones

Project:
 ● Monster chase system

Module 6: Escape Game Development

Lesson 39 — Escape the Maze Part 1

● Maze layout
  ● traps

Lesson 40 — Escape the Maze Part 2

● Timed doors
  ● checkpoints

Lesson 41 — Escape the Maze Part 3

● Win system
  ● polish

Lesson 42 — Escape the Maze Final Publish Version

Project:
  ● Complete Maze Game

Module 7: Multiplayer and Advanced Roblox Systems

Lesson 43 — Tower Defense Basics

● Enemy pathing
  ● wave logic

Lesson 44 — Tower Attack Systems

● target detection
  ● loops

Lesson 45 — Round Systems

● enemy spawning

Lesson 46 — RemoteEvents Introduction

● client-server communication
  ● secure scripting basics

Project:
  ● Multiplayer button trigger

Lesson 47 — Raycasting Basics

● hit detection
● directional logic

Project:
● Laser trap system

Lesson 48 — Survival Game Systems

● random disaster logic
● countdown logic
● elimination rules

Project:
● Survive the Disaster Mini Game

Module 8: Final Roblox Creator Capstone

Lesson 49–50 — Final Game Project

● Tower Defense Mini Game