



# ROBLOX GAME DEV

## Roblox Game Development

Learn to create immersive Roblox games using Roblox Studio and Lua scripting through world-building, game mechanics, animations, multiplayer systems, and exciting projects.

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<b>■ Build Real Games</b> Create interactive Roblox worlds	<b>■ Learn Lua Scripting</b> Game logic & mechanics
<b>■ Design Worlds</b> Terrain, lighting & effects	<b>■ Publish Your Game</b> Complete final showcase project

# Curriculum Roadmap

## ***1. Getting Started with Roblox Studio***

- Studio Interface
- Move & Scale
- Simple Obby Starter

## ***2. Building & Designing Worlds***

- Materials & Terrain
- Fantasy Island

## ***3. Interactive Environments***

- Lighting & Atmosphere
- Medieval Village

## ***4. First Game Mechanics***

- Touch Events
- Teleport Systems

## ***5. Lua Programming Basics***

- Variables
- Conditions
- Unlock Door System

## ***6. Game Logic & Systems***

- Functions & Loops
- Random Color Floor

## ***7. GUI & Player Interaction***

- Buttons & UI
- Button-Control Game

## ***8. Animations & Effects***

- Tweening
- Particles
- Sliding Door

## ***9. Collectibles & Scoring***

- Coins & Stars
- Leaderboards

## **10. Advanced Game Systems**

- Cloning
- Checkpoints
- Obby Game

## **11. Player Systems**

- Health & Traps
- Survival Challenge

## **12. NPCs & AI**

- Pathfinding
- Monster Chase Game

## **13. Game Expansion**

- Multi-level Systems
- Adventure Game

## **14. Multiplayer Basics**

- Remote Events
- Player Communication

## **15. Final Game Project**

- Plan & Build Game
- Publish & Showcase

## **Learning Outcomes**

- Design immersive Roblox worlds and environments
- Learn Lua scripting and game logic fundamentals
- Build multiplayer and interactive game systems
- Create animations, NPCs, and advanced gameplay mechanics
- Publish and showcase complete Roblox games

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**Build • Script • Play • Publish**