



Game Development with Roblox Curriculum

Advanced Level (11-13 years) | 8 Sessions |
90 minutes Each | Roblox Studio | Unity 3D

Session 1:

Introduction to Roblox Studio and User Interface of Roblox Studio

- Create a Roblox Account and Install Roblox
- Make a Game Object
- Moving and Scaling Game Objects
- How to Install Plugins in Roblox Studio
- How to Navigate Roblox Studio
- How to Save and Publish to Roblox
- How to Add Parts to Your Roblox
- How to Use Models in Roblox Studio





Session 2:

Design a Level Using Roblox Studio

- Creating Your World – Terrain Editor
- Raising and Lowering the Terrain
- Change the Lighting of Your Game World and Time of Day
- Adding Skybox to the Game
- Working with Default Effects (fire, smoke, rain etc)



Session 3:

Introduction to Lua Script in Roblox

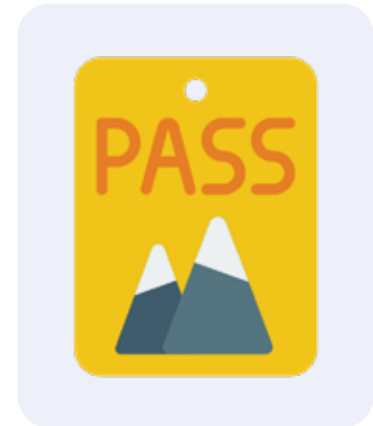
- Print Statement
- Datatypes
- Change the Game Object Properties using Script
- Create a Function
- Loops
- While Loop
- Function Return Values
- Creating Disappearing Block



Session 4:

Publish the Game and Implement Game Pass

- Check the performance of the Game
- Game Pass
- Publish the Game



Session 5:

Introduction to User Interface Unity 3D & Creation of a Project

- Installation of Unity 3D
- Unity Hub
- Different Versions of Unity 3D
- Create a New Project (3D/2D)
- Different Windows for Unity 3D
- Exploring Inspector panel
- Exploring Tool bar
- Exploring Project Window
- Exploring hierarchy Window
- Exploring Scene Window

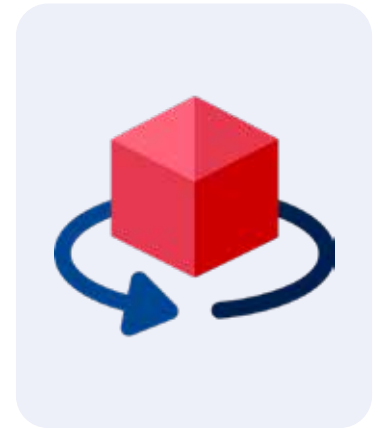




Session 6:

Understanding the Layout and Design a Level with Basic Shapes

- Create a New Project (3D/2D)
- Different Windows for Unity 3D
- Explore Inspector Panel
- Explore Tool Bar
- Explore Project Window
- Explore hierarchy Window
- Explore Scene Window



Session 7:

Terrain Creation in Unity

- Introduction to Terrain
- Explore Terrain Setting
- Explore Terrain Tools
- Explore the Brush Tool
- Create a Basic Layout for the Terrain (Height Map)
- Raise and Lower the Terrain
- Add Detailed Texture to the Terrain
- Add Grass to the Terrain
- Add tree
- Add prefabs
- Add Effects to the Game
- Add Lighting Effect and Adding Collider to the Objects



Session 8:

Publishing the Game and Testing

- Build a Game
- Distinguish Console Hardware
- Refine Build Settings
- Upload Game on Different Platforms
- Understand the Build Process

