MOONCAMP

Game Development with Roblox Curriculum

Basic Level (7-10 years) | 8 Sessions | 90 minutes Each | Roblox Studio

Session 1:

Getting Started with Roblox Studio and Exploring Its User Interface

- 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:

Building and Designing a Game Level in Roblox Studio

- Intro to ToolBox
- Getting different types of assets from the
- toolbox (3d Model, Sounds, FX, & Skyboxes)

Session 3:
## Configuring and Adjusting Lighting in Roblox Studio

- Understanding Different Types of Lights in Roblox Studio
- Adding and Adjusting Point, Spot, and Surface Lights
- Using Environmental and Ambient Lighting for Atmosphere
- Configuring Shadows and Brightness for Realistic Effects
- Optimizing Lighting for Performance and Visual Appeal

Session 4:
Designing, Sculpting, and Painting Terrain in Roblox Studio

- Basics of terrain tools
- Draw, Sculpt, and Smooth Tool
- Use of Fill, Paint, & Flatten Tool
- Adding textures (Landmass - Water, Sand, Rock)
- Creating realistic environments (Skyboxes)
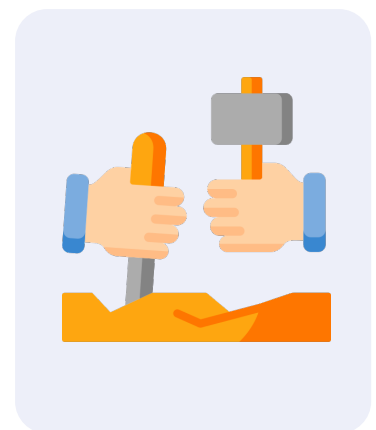
Session 5:

Getting Started with Lua Scripting in Roblox Studio

- Print Statement
- Datatypes
- Change the GameObject properties with the script
- Create a Functions
- Loops
- While Loop
- Function Return Values

Session 6:

Understanding and Using Functions in Lua for Roblox Studio

- Introduction to Functions and Their Uses
- Creating and Calling Functions
- Using Parameters and Return Values
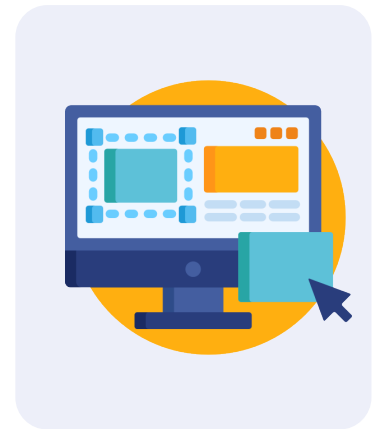- Practical Examples
  (Reusable Code for Game Events)
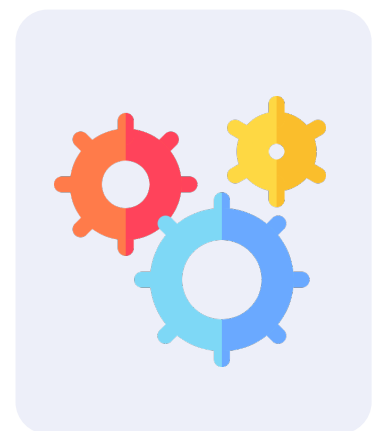
Session 7:

Designing Menus and User Interfaces in Roblox Studio

- Introduction to UI elements: buttons, text boxes
- Basic placement and customization
- Create a main menu with buttons like Play, Settings, and Quit

Session 8:

Publishing Your Game and Integrating Game Passes in Roblox Studio

- Checking the performance of the Game
- Game Pass
- Publish the Game