

Workflow Explanation

This productive workflow makes scripters put-together the assets that everyone else delivers for them. Just like an assembly-line!

This is more suited for small teams/projects.

1. **All tasks are planned in a way which describes how they should be scripted.**
 - a. Scripters will be provided the colored assets described in the tasks.
2. **Game assets are highlighted in role-specific color for the other people to do.**
 - a. Other roles should put their assets in-game for the scripter to use.
 - b. After you finish an asset, cross-out the text for it on this document.

The colored text corresponds to these roles:

- The **builder** will make it and cross it out.
- The **artist** will make it and cross it out.
- The **animator** will make it and cross it out.
- The **voice actor** will make it and cross it out.

Note: To cross-out text, highlight it and press: Alt+Shift+5.

Here is an example of a task.

The colored text must be crossed-out and then the scripter can make it as described.

- ☐ Make a minigame where you survive a horde of zombies.
 - The minigame will last for 30 seconds.
 - The zombies will have an attack and walk animation.
 - The announcer will comment on how beautiful the zombies are.
 - The arena will be a toxic wasteland.
 - The zombies will have several face expressions.

Game-Feature Checklist

This applies to Roblox only.

If you are making a Non-Roblox game, you can disregard this.

- Design / Features / Social
 - Design
 - Infinitely replayable.
 - Weekly retention. (*The player must think about what they will achieve next week.*)
 - Mobile-first design.
 - Has immersive ads.
 - Engages both Tourists and Locals.
 - Nice map. (*More important for older audiences.*)
 - Lore (*For meme games.*)
 - Video Creator tools.
 - Music muting.
 - UI hider.
 - Features
 - Benefits for premium users.
 - Daily rewards.
 - Playtime rewards.
 - Social
 - Multiplayer focused.
 - Benefits for friends. (*and invite prompts*)
 - Avatar-incorporated.
- Frequent updates.
 - Constant Content-Cadence, and occasional Content-Expansions.
 - Returning content on a monthly/yearly basis. Like holiday events.

Game Tasks

Just some example task ideas that aren't fully written-out.
You can put all your tasks here into nice sections.

Game Loop

- ☐ Round System

Minigames

- ☐ Zombie Horde

Bonus Tasks / Asset Requests

We are not all-seeing gods who can think of everything.
Sometimes the scripter will need things that weren't planned.

Throughout development, asset creators should check this page often for extra tasks that the scripter makes.

Credits

- This template was made by [Rhys!](#)
- I am a senior programmer, game-designer, and digital marketer!
- I specialize on the Roblox platform and run my own successful game business!
- If you plan to use this template, I'd love for you to follow my [Studio's Twitter!](#)