Coding Mind Academy

Roblox 2: Advanced Scripting Techniques

Course Syllabus

Objectives

This course will help continue teaching course topics in LUA scripting and Roblox Studio. Students will be introduced to advanced scripting techniques and apply them to build functioning games. Topics covered will include advanced scripting of tools, server-storage techniques, and complex game-loop development. All skills can be used to build full-functioning games that may be published.

Topics and Schedule

	Topic
1	Roblox Review of Basic Techniques
2	Environments/Settings
3	Tools in Roblox Studio
4	Player-Character Hierarchy
5	Position Manipulation/Vector3
6	CFrames and Character Movement
7	Player Stats System and Money
8	Teams/Checkpoints
9	Humanoids and Damage
10	Graphical User Interfaces (GUIs)
11	Server Storage and Cloning
12	Publishing and Game Update Techniques