Horror game recipe

Contents

Build the room with door and window

1. Add a part->block, set it's size to (34, 0.75, 34) and position to (0.8, 0.375, -30) and rename it to Floor. Ensure it is anchored.
2. Add a part->block, rename to wall1, set size to (0.5, 21, 34.4), position to (17.8, 11.5, -30), anchor it. Adjust the scale and position so that is flush with the floor.
3. Duplicate wall1 to wall2 and drag it to opposite side of wall1.
4. Duplicate wall1 to wall3 and rotate by 90^0, scale and position appropriately.
5. Duplicate wall3 to create wall4 opposite to wall3. It must look as below.
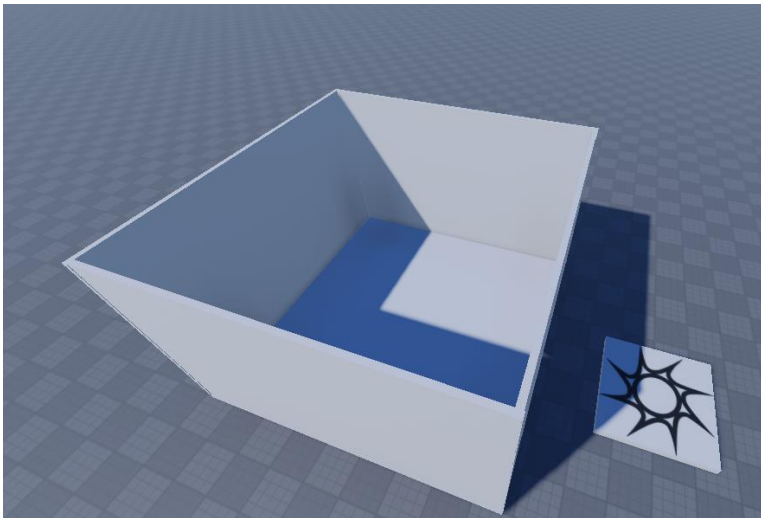
6.
7. Duplicate the floor and pull it up to correct position – call it ceiling.

8. Play and see if all ok.
9. To get a door, open link in browser - https://create.roblox.com/store/asset/8222709011/ - and click on 'GetModel' button. This will make the model appear in your Roblox Studio under 'MyModels' Inventory – see the picture below. Drag and drop this into the 3d environment.
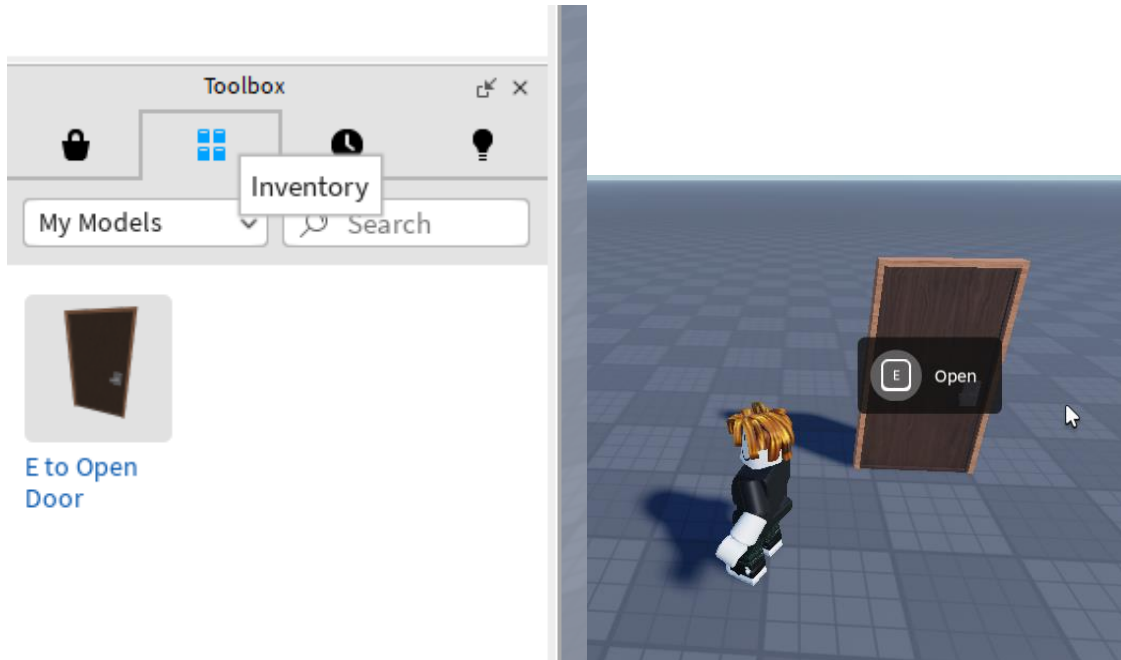
10.
11. Play and see. Go near the door, use the 'E' key to open and close. Ensure you know which side door opens out.
12. Create a part of size (4.77, 8.18, 1) and position (-16, 4.8, -18). It must look like the image below.
13. Use the 'negate' and 'union' to create hole in wall2. See image below.
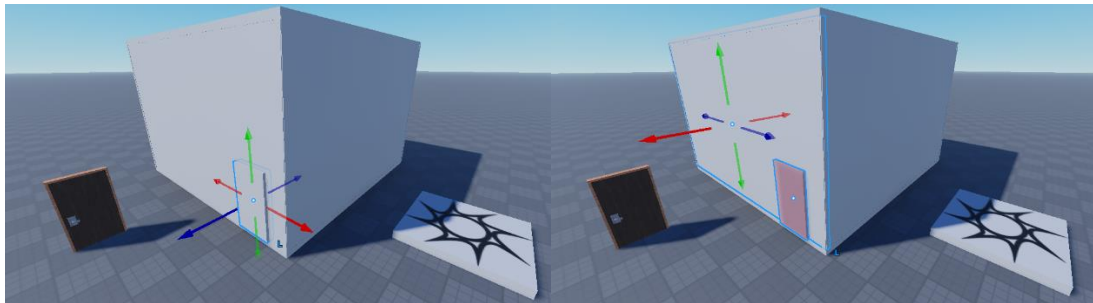
14.
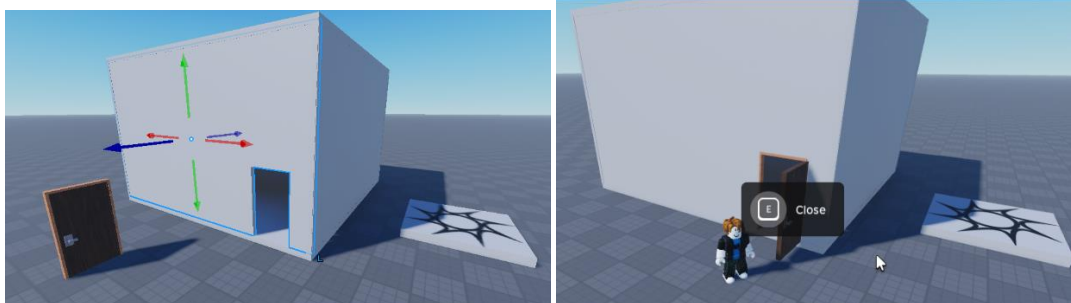
15. Place the door in the hole so that the door opens towards to outside. See the image above.

16. Similarly, use this link - https://create.roblox.com/store/asset/17266252353/Window-Fake-2 - and 'Get Model' button to get window. From inventory drag drop to 3d view.
17. Make a part->block of size (3.6, 5, 2) and position (18, 14, -42). Use 'negate' and 'union' options to create a hole for the window in wall1. And place the window in the hole. See image below.
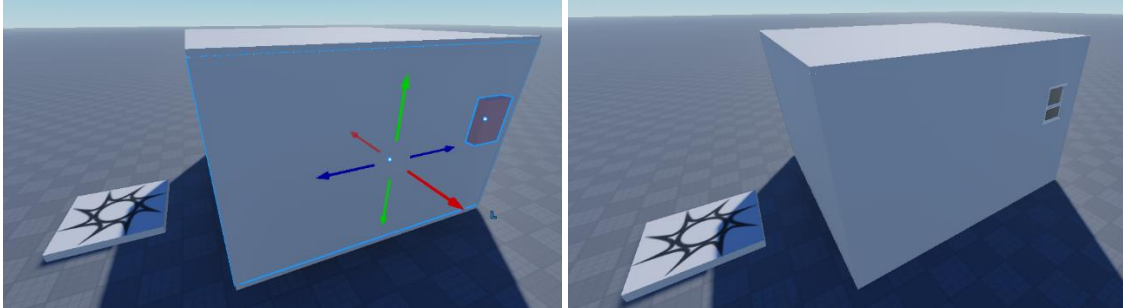
18.

Add bed, furniture and textures

1. Make the ceiling transparency to 1, so that we can see inside the room
2. Use this link - https://create.roblox.com/store/asset/476558411/Bed - to get the bed and place it in the room as shown below, at position (-12, 2.75, -37) and anchored.
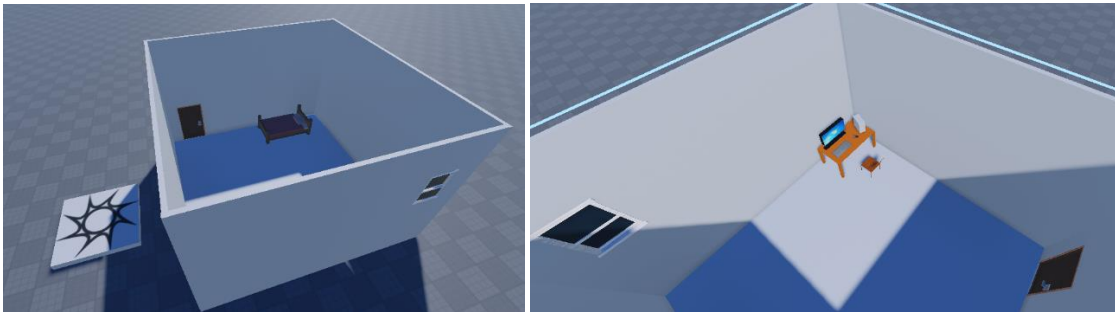
3.
4. Use this link - https://create.roblox.com/store/asset/5254445804/Computer-table - and get and place the computer table in the room position (12, 4, -18) as shown in image above. Select just the chair and push it close to the desk.
5. Then, add a part to 'Computer table' as shown in image below and scale it to ensure it covers full desk and chair, name it 'comp table invisible' and make its transparency to 1, anchor it, as shown in image below.
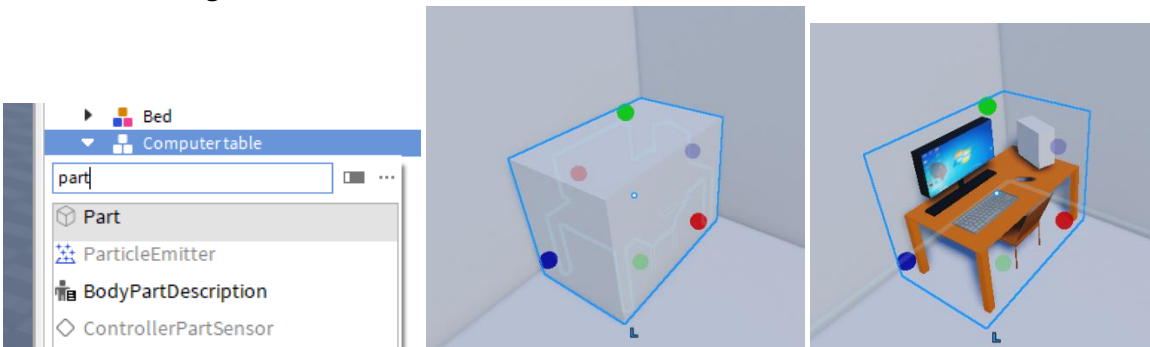
6.
7. Set the 'SpawnLocation' size to (5,0.4,5) and position to (-12, 0.95, -27).
8. Play and see. Open and close door and see (must open towards outside).

9.
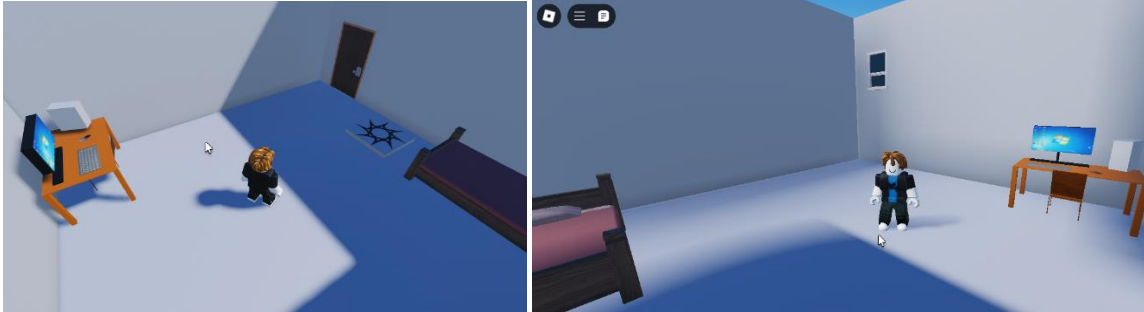
10. Use this link - https://create.roblox.com/store/asset/12082453761/Texture-Kit - and get the 'Texture kit' and drag drop into the 3d scene outside the room. Select wall paper of choice – 6 textures – and copy (Ctrl+c) those and paste it under wall1 (ctrl + v) to apply textures to wall1. Note, you might have to drag them under wall1. Similarly, for wall2, wall3, wall4, floor and ceiling (have to make ceiling transparency to 0).

11.
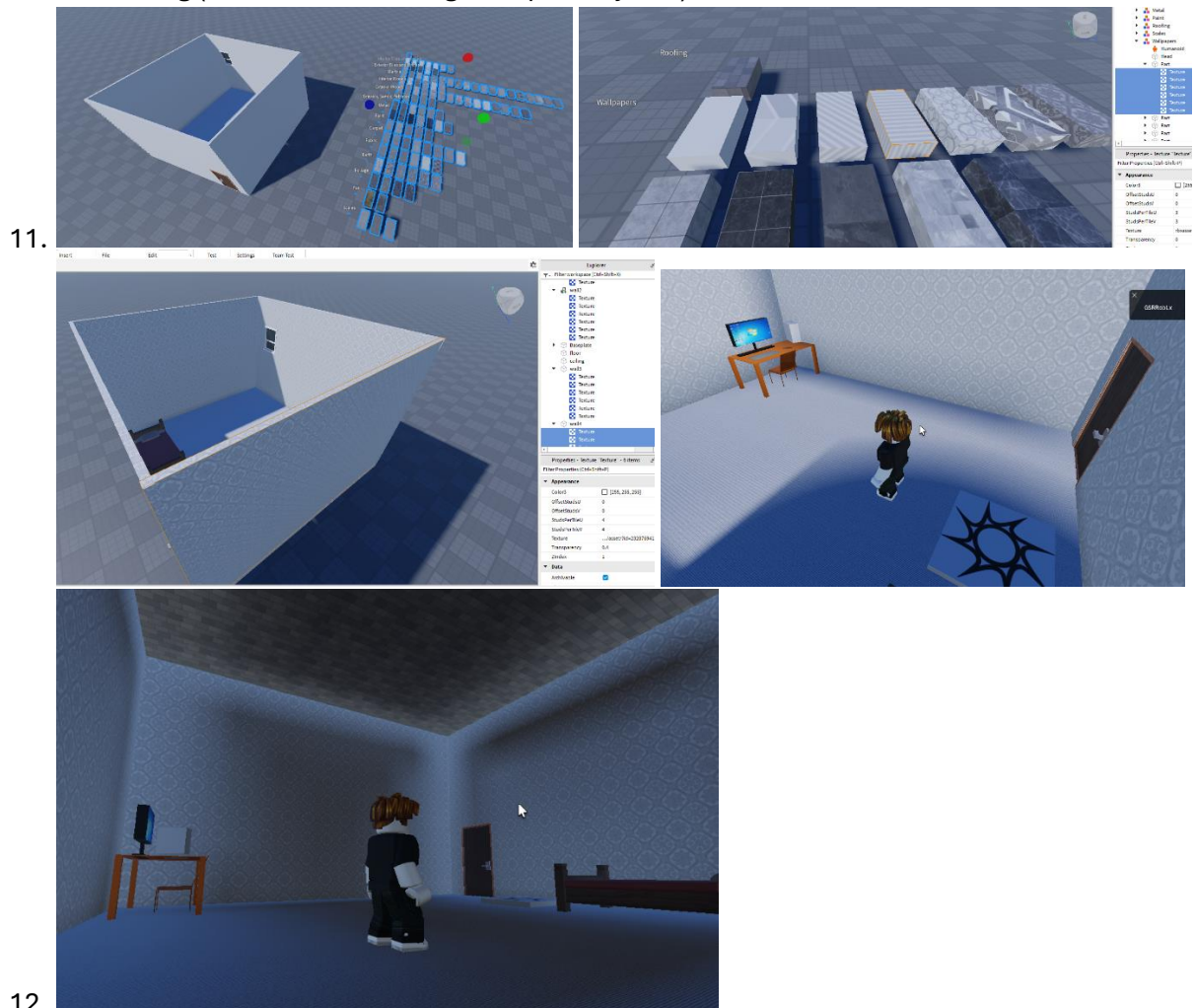
12.

13. Play and see.

Make the key

1. Use the '+' key next to workspace and add a tool. See below image.

2.
3. Rename the tool to 'Key'. Use '+' next to key, add a part, set part's size to (0.5,0.5,0.5). Rename the part to 'Handle'. See if this part can be picked up by the player. See above image.
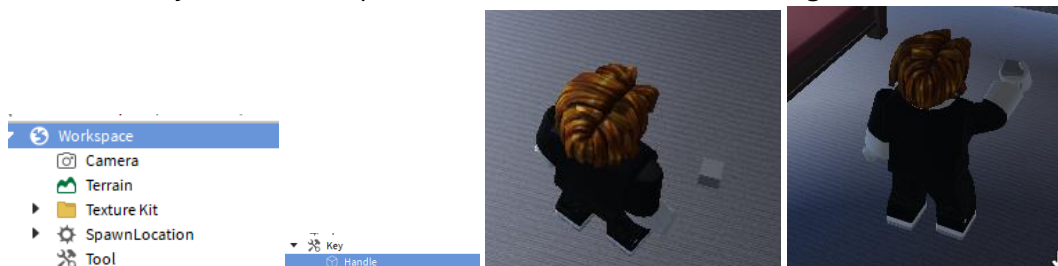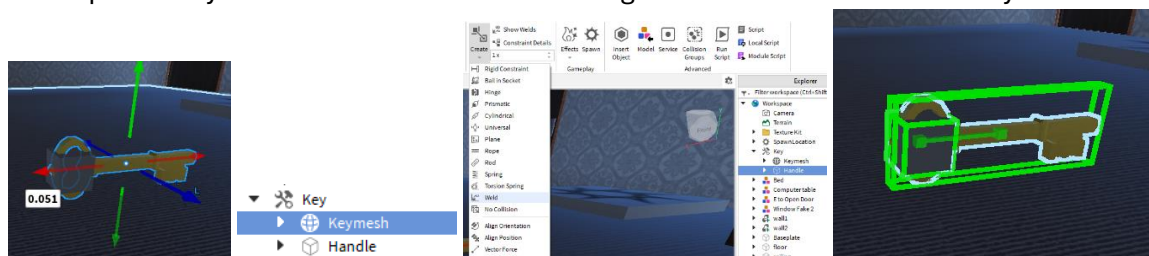4. Use this link - https://create.roblox.com/store/asset/9297062616/Key - get this mesh and drag drop into 3d view and set it's position same as handle's position, and, move it such that round part of key coincides with Handle. See image below. Rename mesh to 'Keymesh'.

5.
6. In the explorer, drag and drop 'Keymesh' under 'Key'. See image above.
7. Select handle and create a 'weld', and select the 'Keymesh'. See image above.
8. Now user must be able to pick up the key.
9. If necessary, orient the 'Keymesh' using rotation so that it faces away from the user when he holds it. Adjust it's position. And make Handle's transparency to 1.
10. Place the key in the space between the 'head side' of the bed and the wall.

Make the flashlight

1. Use this link - https://create.roblox.com/store/asset/15493142328/Flashlight-Mesh - get this mesh for torch and drag drop it into 3d view. Give it yellow color and plastic material.
2. Just like we made the key, using workspace, '+' button and tool, make a 'FlashLtTool' with Handle and the mesh above with weld etc. as done above. Ensure user can pick it up and it points in the right direction.
3. Note – if the mesh has multiple meshes, duplicate the 'weld constraint' and choose Handle has part1 and each different mesh as part2 for each of constraints. See image below.

FlashLtTool
- **Light**
  - Plane.008
  - Plane.009
  - Plane.010
- **Handle**
  - TouchInterest
  - WeldConstraint
  - WeldConstraint
  - **WeldConstraint**
- Bed
- Computer table
- E to Open Door
- Window Fake 2

Properties - WeldConstraint "WeldConstraint"

Filter Properties (Ctrl+Shift+P)

Name	WeldConstraint
Parent	Handle
UniqueId	1a9a93c1823136cd071...
Behavior	
Active	☑
Enabled	☑
Parts	
Part0	Handle
Part1	Plane.010

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Properties - WeldConstraint "WeldConstraint"

Filter Properties (Ctrl+Shift+P)

Name	WeldConstraint
Parent	Handle
UniqueId	1a9a93c1823136cd071...
Behavior	
Active	☑
Enabled	☑
Parts	
Part0	Handle
Part1	Plane.009

FlashLtTool
- **Light**
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Properties - WeldConstraint "WeldConstraint"

Filter Properties (Ctrl+Shift+P)

Name	WeldConstraint
Parent	Handle
UniqueId	1a9a93c1823136cd071...
Behavior	
Active	☑
Enabled	☑
Parts	
Part0	Handle
Part1	Plane.008

4.

5. Move the FlashLtTool in front of the computer table and place it on ground.

6. Player must be able to pick up both flash light and key and switch between them by pressing keys '1' and '2'.

7. Use the '+' button next to the Handle in FlashLtTool and add a spotlight, set 'Enabled' to unchecked in properties. Use the '+' button next to FlashLtTool and add 'localscript' and rename to FlashLtScript. In this script, add the code below.

8. local players = game:GetService("Players")

9. local player = players.LocalPlayer

10. local character = player.Character or player.CharacterAdded:Wait()

11.

12. local usrIpSvc = game:GetService("UserInputService")

13.

14. local currCam = game.Workspace.CurrentCamera

15.

16. local on = false

17.

18. script.Parent.Unequipped:Connect(function()

19.   on = false

20.   script.Parent.Handle.SpotLight.Enabled = false

21. end)

22.

23. usrIpSvc.InputBegan:Connect(function(ip, gpEvt)

24.   if gpEvt then return end

25.   if script.Parent.Equipped then

26.   if ip.UserInputType == Enum.UserInputType.Keyboard then

27.   if ip.KeyCode == Enum.KeyCode.F then

```
28.                              if on == false then
29.                                  on = true
30.                                  script.Parent.Handle.SpotLight.Enabled = true
31.                              else
32.                                  on = false
33.                                  script.Parent.Handle.SpotLight.Enabled = false
34.                              end
35.                          end
36.                  end
37.          end
38. end)
```

39. Set Lighting->Technology to 'Future'.
40. Now when user chooses flash light, we must be able to turn in on/off using 'F' key.
41. For the script under 'Door' which is under 'E to open door', first understand the current script and what it is doing. Then, ==add the below lines above the line of code== that has - prompt.Triggered:Connect(function()
42. local doorEn = false
43. prompt.ActionText ="Need key"
44. ==Replace the prompt.Triggered:Connect(function() , end) with below code==

```
45. prompt.Triggered:Connect(function()
46.          if doorEn then
47.                  if prompt.ActionText == "Close" then
48.                          tweenClose:Play()
49.                          prompt.ActionText = "Open"
50.                  else
51.                          tweenOpen:Play()
52.                          prompt.ActionText = "Close"
53.                  end
54.          end
55. end)
```

56. ==After the prompt.Triggered:Connect(function() 's   end) add the below code==

```
57. script.Parent.Base.Touched:Connect(function(hit)
58.          if hit.Name == "Keymesh" then
59.                  doorEn = true
60.                  prompt.ActionText = "Open"
61.          end
62. end)
```
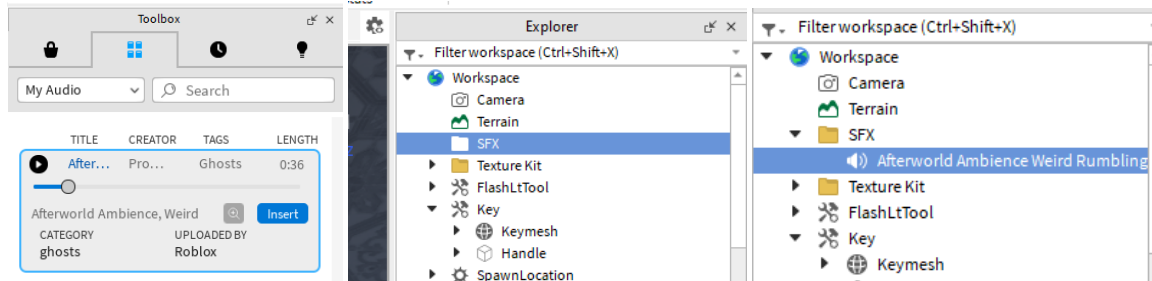
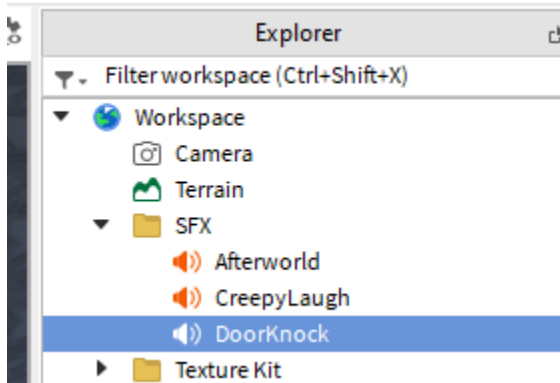63. Ensure that "Keymesh" is named correctly according to the already created Key in steps before.
64. Now user must be able to open the door only when he has the key and has equipped it and has touched the door with the key.

Add the sounds

1. Use this link - https://create.roblox.com/store/asset/9125351620/Afterworld-Ambience-Weird-Rumbling-Ambience-SFX - click the 'GetAudio' button . It will appear in Roblox studio under "Inventory->My Audio".


2.
3. Create a folder by name "SFX" under workspace and select it. Hit the 'Insert' button shown in the image above to add this to the folder. This will add the audio to the SFX folder.
4. Similarly add audio from this link - https://create.roblox.com/store/asset/7491116690/Creepy-Laugh-Female - and this link - https://create.roblox.com/store/asset/7511730566/Door-Knocking .
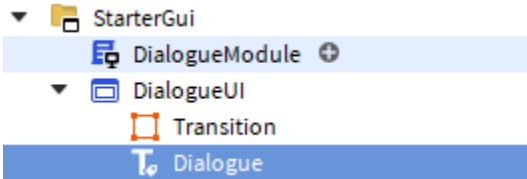

5.
6. Rename audio to as shown above.

Add events and UI

1. In 'ReplicatedStorage' create a folder 'GameEvents'. In this folder, add 3 'RemoteEvents' by name ComputerEvent, Ending, StartGame. See image below.
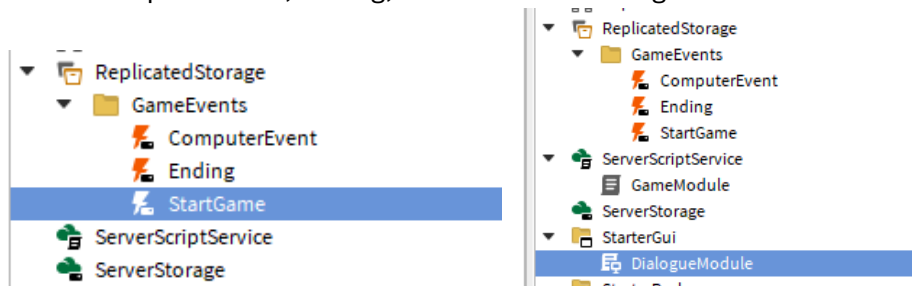

2.
3. Add a script called GameModule in ServerScriptService. See image above. In that add below code.

4. local replStorage = game.ReplicatedStorage
5. local events = replStorage.GameEvents
6.
7. game.Players.PlayerAdded:Connect(function()
8. 　　　wait(5)
9. 　　　events.StartGame:FireAllClients()
10. end)
11. The above code waits for 5 seconds and 'fires' or 'executes' event called 'StartGame' on all clients. Currently, since it is a single player game, we have only one client.
12. Add a local script called 'DialogueModule' to StarterGui and add below code to that.
13. local replStorage = game.ReplicatedStorage
14. local events = replStorage.GameEvents
15. events.StartGame.OnClientEvent:Connect(function()
16. print("game started")
17. end)
18. Run and see. We must see the message in the output.
19. Using '+' button next to 'StarterGui' add a 'ScreenGui' and rename it to DialogueUI. Ensure 'StarterGui' property 'ShowDevelopment' is checked. Using '+' button next to DialogueUI, insert a Frame and rename it to 'Transition', insert a TextLabel and rename it to 'Dialogue'. See image below.

20.
21. In the properties of Transition, set Background color to black, position to 0.5,0,0.5,0 and size to 1.5,0,1.5,0 . ZIndex to 2. Anchor point to 0.5,0.5. Uncheck Transition Visible property.
22. In the properties of Dialogue, set anchor point to 0.5,0.5, background transparency to 1, position to 0.5,0,0.7,0 size to 1,0,0.08,0, check the TextScaled, TextSize to 100, TextColor to (250, 250, 250), font to 'Fredoka one', and Text to blank.
23. Check the Transition Visible property. In the view tab, turn off Transition's UI visibility.
24. In the DialogueModule script, above the events.startgame... add below code
25. local dialogue = script.Parent.DialogueUI.Dialogue
26. local transition = script.Parent.DialogueUI.Transition
27. local tweenSvc = game:GetService("TweenService")
28. local twInf = TweenInfo.new(3, Enum.EasingStyle.Sine)
29. Replace print("game started") with below code.
30. 　　　tweenSvc:Create(transition, twInf,
31. 　　　{BackgroundTransparency = 1}):Play()
32. 　　　dialogue.Text = "Find torch near computer table. Interact with computer."
33. 　　　wait(5)
34. 　　　dialogue.Text = ""
35. Here we are creating code to make the transition fade out and tell the player (show the message to him) to find the torch (flash light) and interact with computer.

36. Play and see. We must start off with a black screen, which fades off, showing the 3d world and message.
37. For workspace->SFX->Afterworld in properties , check Looped, check Playing and volume to 0.2
38. Play and see, now in the game in the background you must hear scary music playing.
39. For workspace->computertable->comp table invisible using the '+' key add a proximity prompt and script. Rename script to CompScr. In that add the below code.
40. local replStorage = game.ReplicatedStorage
41. local events = replStorage.GameEvents
42.
43. local proxPrompt = script.Parent.ProximityPrompt
44.
45. proxPrompt.Triggered:Connect(function()
46.   events.ComputerEvent:FireAllClients()
47.   proxPrompt:Destroy()
48. end)
49. Basically we are saying that when user interacts with computer, 'fire' or 'execute' the ComputerEvent (remote event) so that some code can be executed because event got fired.
50. In the DialogueModule add the below code at the top
51. local sfx = workspace.SFX
52. local player = game.Players.LocalPlayer
53. and then add the code below
54. events.ComputerEvent.OnClientEvent:Connect(function ()
55.   player.Character:WaitForChild("Humanoid").WalkSpeed = 0
56.   tweenSvc:Create(transition, twInf,
57.   {BackgroundTransparency = 0}):Play()
58.   wait(3)
59.   sfx.DoorKnock:Play()
60.   wait(2)
61.   player.Character:WaitForChild("Humanoid").WalkSpeed = 16
62.   dialogue.Text = "Who is at door?"
63.   tweenSvc:Create(transition, twInf,
64.   {BackgroundTransparency = 1}):Play()
65.   wait(3)
66.   dialogue.Text = ""
67. end)
68. Basically when ComputerEvent is fired, this function will be executed. We first don't allow character to move. Then we make the screen dark using transition. Then we play the door knock sound to create fear. Then we direct the player to open to door by giving him message "who is at the door" and then we make dark screen disappear and allow the player to move.
69. Play and see. Interact with computer and see the darkening, door know and then open door.

Add the jump scare and animation

1. Use this link - https://create.roblox.com/store/asset/623773712/R15-Dummy - and press 'Get Model' button to get the dummy into inventory->my models. Drag drop and place it in 3d view just outside the door, far enough so that when door opens, it is not pushed. See below.
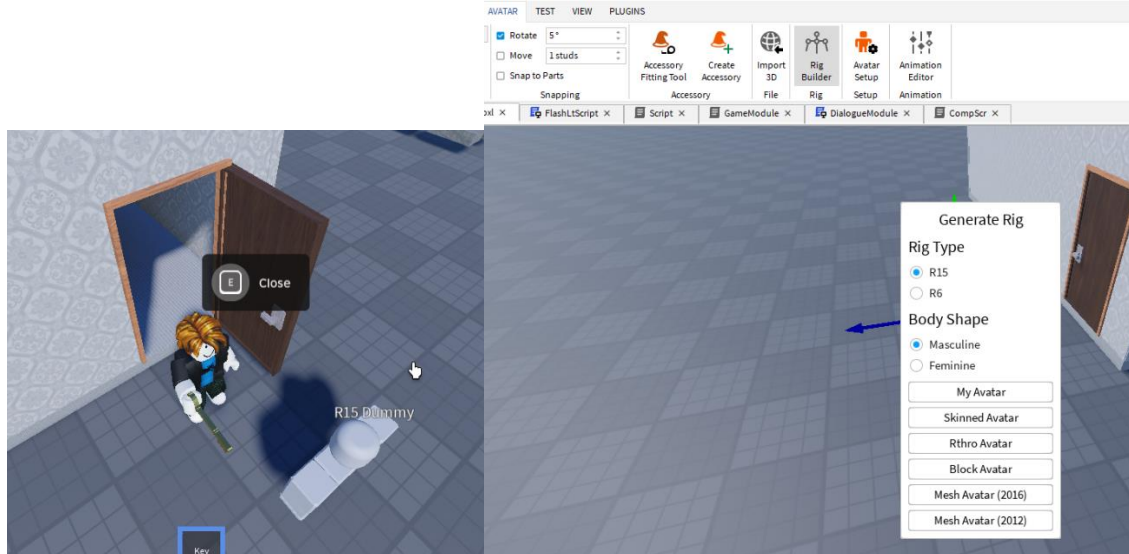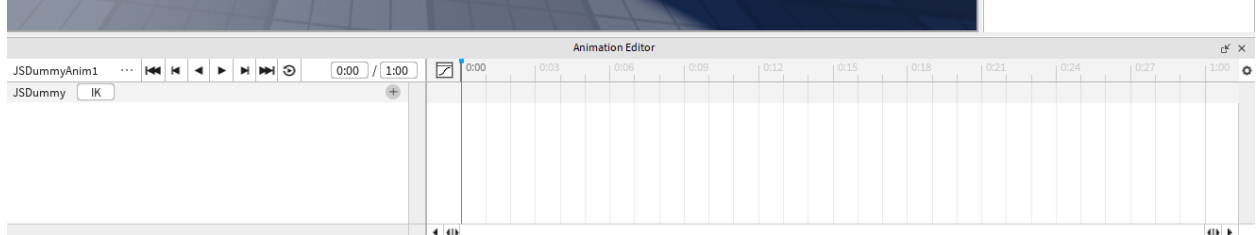
2.

3. From Avatar tab, click rig builder and choose r15, masculine and 'block avatar'. Place the rig in place of R15 dummy (same position) and delete r15dummy. Rename the rig JSDummy.

4. Click on Avatar tab-> animation editor. See below. You will see a message 'select rig to animate'
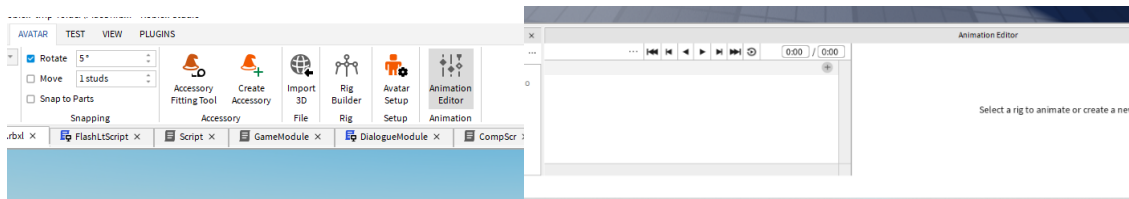
5.

6. Select JSDummy in explorer. Give the animation a name – say JSDummyAnim1 and hit create.
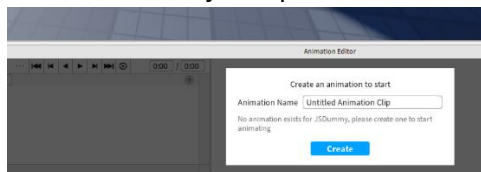
7.

8. Use the techniques in below YouTube video to create animation for the dummy. We will playback this animation when JSDummy jump scares us and kills us. Just arm movement to keep it simple, looping animation.

9. https://youtu.be/lB80xeKGbwI - how to animate in Roblox studio.
10. Be sure to publish it to Roblox and copy the animation asset id, paste it in .txt file.
11. Startergui->DialogueModule script, use a + sign and add animation under it. For animation in properties, for the AnimationId paste the animation asset id copied before. Rename animation to JumpScareAnim.
12. In DialogueModule above all functions, add below code
13. local rig = game.Workspace.JSDummy
14. local anmTrk = rig.Humanoid.Animator:LoadAnimation(script.JumpScareAnim):Play()
15. This basically says get the JSDummy we have and create an animation track using the jump scare animation and play it.
16. Now play and see, when you open the door, the dummy must be playing animation.
17. Copy the below code to DialogueModule at the end
18. local function onDeath()
19.   local currCam = game.Workspace.CurrentCamera
20.
21.   currCam.CameraType = Enum.CameraType.Scriptable
22.   local rHdCfr = rig.Head.CFrame
23.   local rHdPos = rig.Head.Position
24.
25.   currCam.CFrame = CFrame.lookAt(
26.   ((rHdPos + Vector3.new(0,1,0)) + (rHdCfr.LookVector * 3)), rHdPos
27.   )
28.
29.   local tween = tweenSvc:Create(currCam,
30.   TweenInfo.new(0.1, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut, 13, true),
31.   {CFrame = currCam.CFrame + currCam.CFrame.LookVector*0.5}
32.   )
33.
34.   tween:Play()
35.
36. End
37. Basically this code is getting the current camera, making camera scriptable (moveable using script), setting camera to point to rig (JSDummy)'s head position from a position in front of JSDummy's head. Then it is creating a tween animation which make the CFrame of the camera move towards and away from the JSDummy.
38. Copy the below code to DialogueModule at the end
39. events.Ending.OnClientEvent:Connect(function()
40.   player.Character:WaitForChild("Humanoid").WalkSpeed = 0
41.   dialogue.Text = "You are dead!"
42.   dialogue.TextColor = BrickColor.new("Really red")
43.   dialogue.TextScaled = false
44.   dialogue.TextSize = 400
45.   sfx.CreepyLaugh:Play()

46.   player.Character:WaitForChild("Humanoid").Health = 0
47.   onDeath()
48.   wait(10)
49.   transition.BackgroundTransparency = 0
50.   player:Kick("You are dead!")
51. end)
52. Basically this is 'killing the player', to make it look as though the jump scare JSDummy killed the player. First we are making the character immovable by setting walkspeed to 0 and dialogue's text, color and size appropriately, playing sfx's creepy giggle and setting player health to 0 and calling onDeath() function to animate camera.
53. To trigger the 'Ending' event add below code to door script.
54. At top
55. local replStorage = game.ReplicatedStorage
56. local events = replStorage.GameEvents
57. and in appropriate place (after end of if prompt.ActionText == "Close" then...)
58. events.Ending:FireAllClients()
59.   prompt:Destroy()
60. This will ensure as soon as door is opened, the gamer is killed by jump scare!
61. Play and see, as soon as player opens door, jump scare kills him!

Adjust and setup internal and external lighting

1. Now to make it really scary do below adjustments to lighting
2. Use this link - https://create.roblox.com/store/asset/91305696624692/Flickering-Ceiling-Light - GetModel, and place it above the computer table, duplicate it and place it on building facing JSDummy so that we can light him.
3. For light over the computer table, in the child Effect's set Spotlight's brightness to 0.5.
4. In Lighting, in properties window, set Ambient and OutdoorAmbient to (3,3,3) and brightness to 0.3
5. Use this asset - https://create.roblox.com/store/asset/7975080965/Scary-Night-Sky - for the sky. Drag drop into 3d level.
6. Set StarterPlayer's Camera mode in properties to 'LockFirstPerson'.
7. Play and enjoy the scary game!