

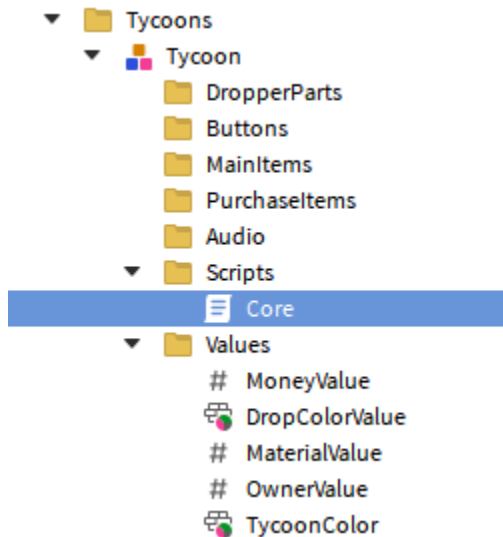
Tycoon game recipe

Contents

Create hierarchy of folders	1
Make owner	1
Droppers	5
Customize the color and material of parts that are dropping	8
Make Buttons for purchasing Dropper, Colorizer etc.	12
Make the Cash Collector	16

Create hierarchy of folders

1. Create the hierarchy of folder, model and folders within the model as shown below.



- 2.
3. Note, MoneyValue is IntValue, DropColorValue is BrickColorValue, MaterialValue is StringValue, OwnerValue is ObjectValue , TycoonColor is BrickColorValue

Make owner

1. Create a part->block. Pos = (-5, 0.25, -45) size=(70, 0.5, 50). Rename to Floor. Drag drop to MainItems. Give desired color and material. Anchor it.

2. Create a part->block, size=(10,12,2), anchored, transparency = 0.2, cancollide off. Rename to Door. Pos = (-5, 6.55, -69). Material asphalt. Color cement color. Ctrl+g to group as model, rename to OwnerDoor and drag drop it to MainItems.
3. Add below code to Core in Scripts.

```
local tycoon = script.Parent.Parent
```

```
local mainItems = tycoon:FindFirstChild("MainItems")
```

```
local values = tycoon:FindFirstChild("Values")
```

```
mainItems.OwnerDoor.Door.Touched:Connect(function(hit)
```

```
    if values.OwnerValue.Value == nil then
```

```
        local player = game.Players:GetPlayerFromCharacter(hit.Parent)
```

```
        if player then
```

```
            if player:FindFirstChild("HasTycoon").Value == false then
```

```
                values.OwnerValue.Value = player
```

```
            end
```

```
        end
```

```
    end
```

```
end)
```

4. Add script in ServerScriptService and rename to 'leaderstats'. Add below code.

```
game.Players.PlayerAdded:Connect(function(player)
```

```
    local leaderstats = Instance.new("Folder",player)
```

```
    leaderstats.Name = "leaderstats"
```

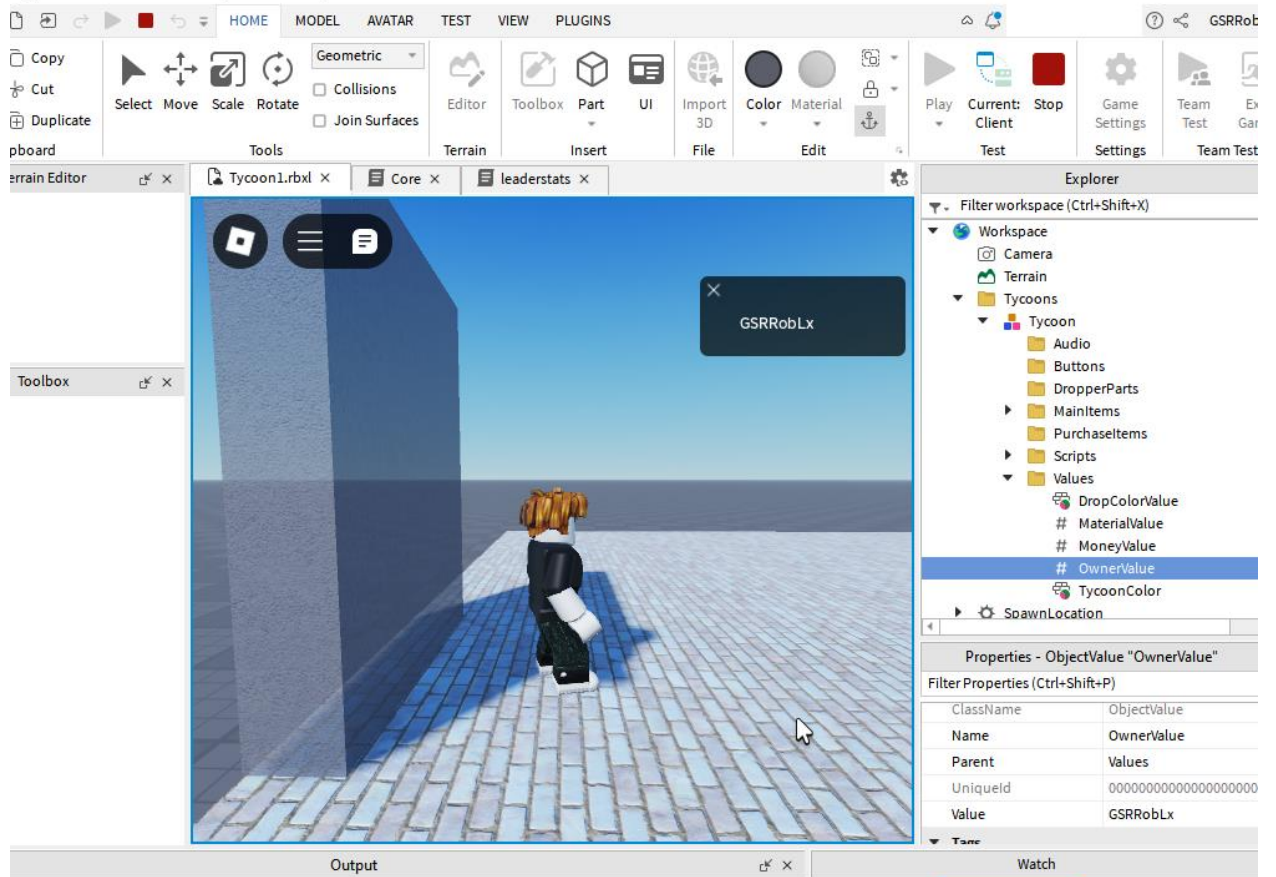
```
    local hasTycoon = Instance.new("BoolValue", player)
```

```
    hasTycoon.Name = "HasTycoon"
```

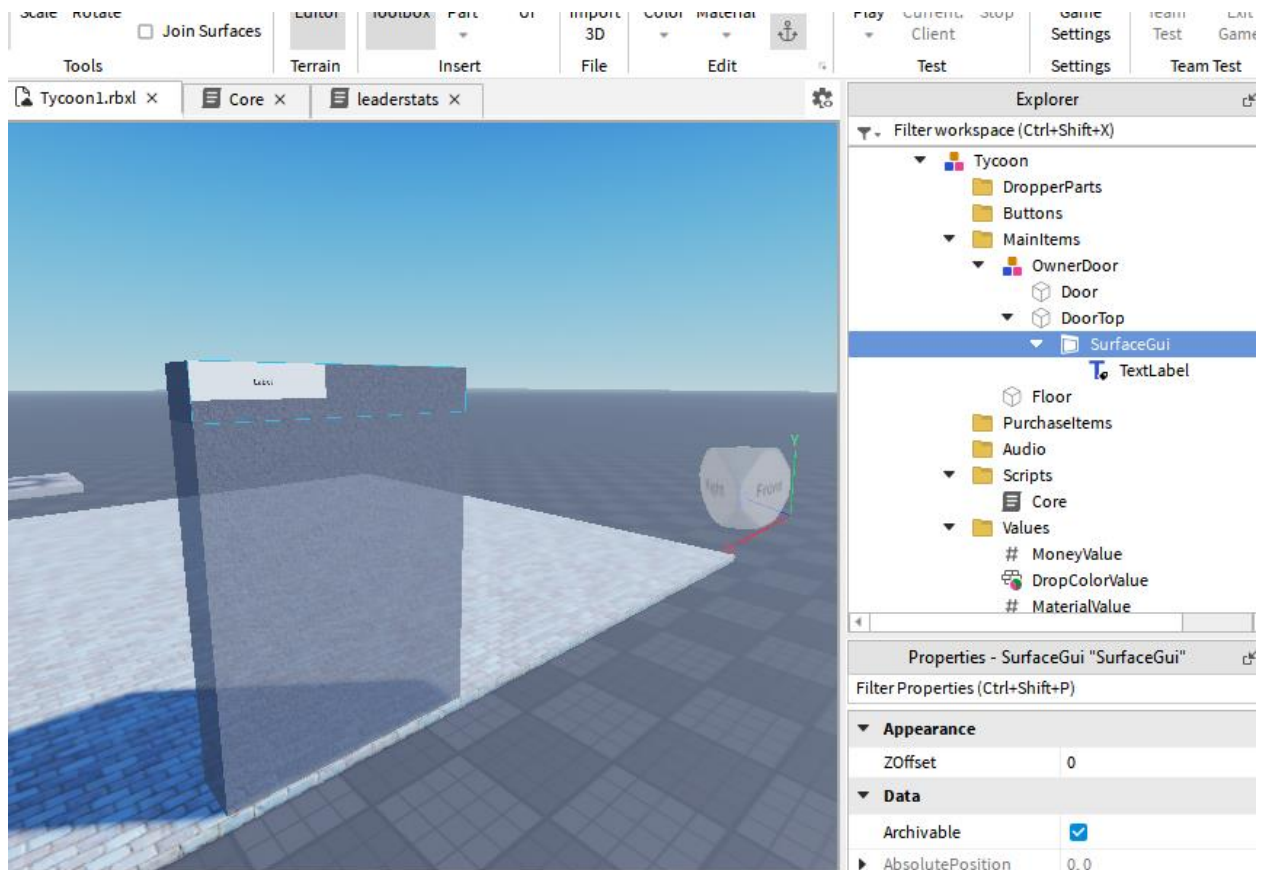
```
    hasTycoon.Value = false
```

```
end)
```

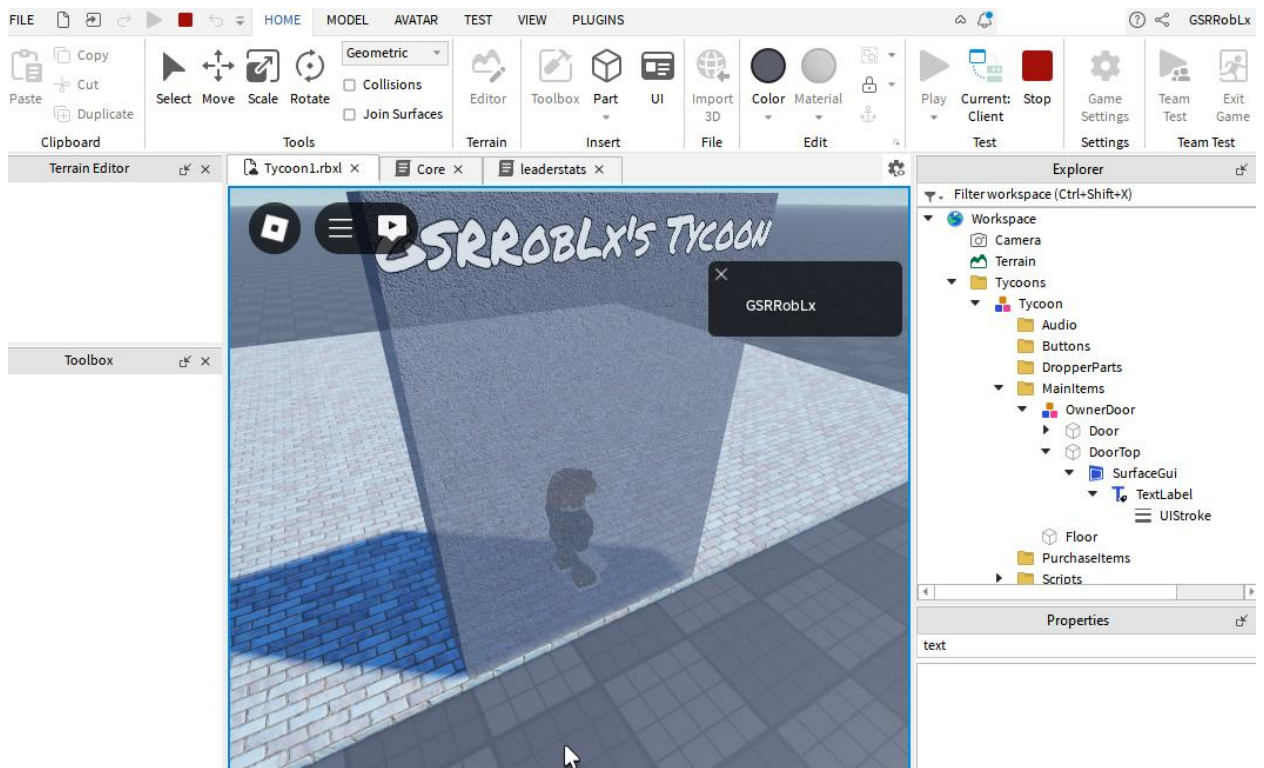
5. Play and see. When you walk through the door, OwnerValue's value must show player's name.



- 6.
7. Duplicate the Door, move it up, and scale it down to $1/10^{\text{th}}$ in height, make transparency 0 and rename it to DoorTop. To DoorTop add a 'SurfaceGui' and to that add a TextLabel. See below.



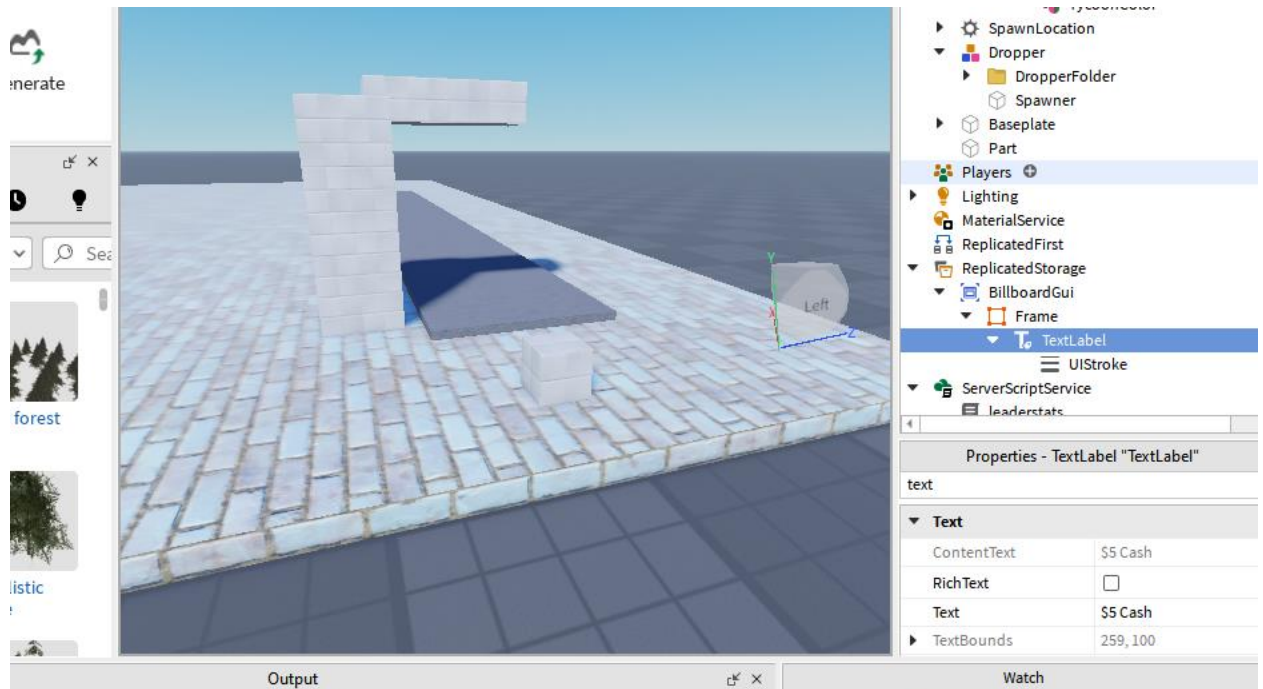
- 8.
9. For TextLabel set background transparency to 1, size to (1,0,1,0), so that it takes up entire space. Check TextScaled. Font, Color to desired. To TextLabel add a UIStroke.
10. Add below line in Core script, after - .
11. `mainItems.OwnerDoor.DoorTop.SurfaceGui.TextLabel.Text` =
`tostring(values.OwnerValue.Value)..'s Tycoon'`
12. Play and see – when we walk through door we must see ‘user name’s tycoon’



13.
14.

Droppers

1. Add part->block size=(41, 0.3, 5), pos = (-14, 0.6, -28). Anchor it. Add a script and rename to 'ConveyorScript'. In that add below code.
2. `script.Parent.Velocity = Vector3.new(15,0,0)`
3. Play and see. When gamer goes on the part, he must move on the conveyor.
4. Rename part to ConveyorBelt and move it to MainItems.
5. To create the dropper – add 3 parts – rename to part1, part2, part3. Anchor all 3. Set color to whitish, materials to 'Ceramic tiles'. Set part1 size=(3,6,2) pos = (-32, 3, -32). Set part2 size = (1.5, 1, 4) and pos = (-32, 6, -29.5). Set part3 size = (1.5, 1, 2) and pos = (-32, 4.6, -28).
6. Rename part3 to Spawner. Group part1 and part2 to folder, rename to DropperFolder. Group DropperFolder and Spawner to Model, rename to Dropper. Set Spawner's transparency to 1 and it's cancellide to unchecked.
7. Create part->block. Size = (1,1,1). Add a BillboardGui to this part, to it add a frame. Set BillboardGui's size to (5,0,5,0), MaxDistance to 40. Set frame's size to (1,0,0.2,0), background transparency to 1. Add TextLabel to this frame, set it's backTransperency to 1 and size to (1,0,1,0), enable TextScaled. Font and color to desired. To TextLabel add UIStroke and thickness to 3. Change TextLabel text to '\$5 Cash'. Text color could be green.
8. Drag drop BillboardGui into ReplicatedStorage. See below. Can delete temporary part of size (1,1,1).



- 9.
10. Add a script to Dropper model and rename to DropperScript. In the script add code below.

```
local tycoon = script.Parent.Parent.Parent
```

```
local dropPartsFolder = tycoon:FindFirstChild("DropperParts")
```

```
local dropColVal = tycoon:FindFirstChild("Values").DropColorValue
```

```
local matVal = tycoon:FindFirstChild("Values").MaterialValue
```

```
local bbGui = game.ReplicatedStorage:FindFirstChild("BillboardGui")
```

```
while wait(3) do
```

```
    local clGui = bbGui:Clone()
```

```
    local part = Instance.new("Part", dropPartsFolder)
```

```
    part.Size = Vector3.new(1,1,1)
```

```
    part.BrickColor = dropColVal.Value
```

```
    part.Material = Enum.Material[matVal.Value]
```

```
    part.Name = "DropperPart"
```



```
part.CFrame = script.Parent.Spawner.CFrame
```

```
local cashVal = Instance.new("IntValue", part)
```

```
cashVal.Value = 5
```

```
cashVal.Name = "CashValue"
```

```
clGui.Parent = part
```

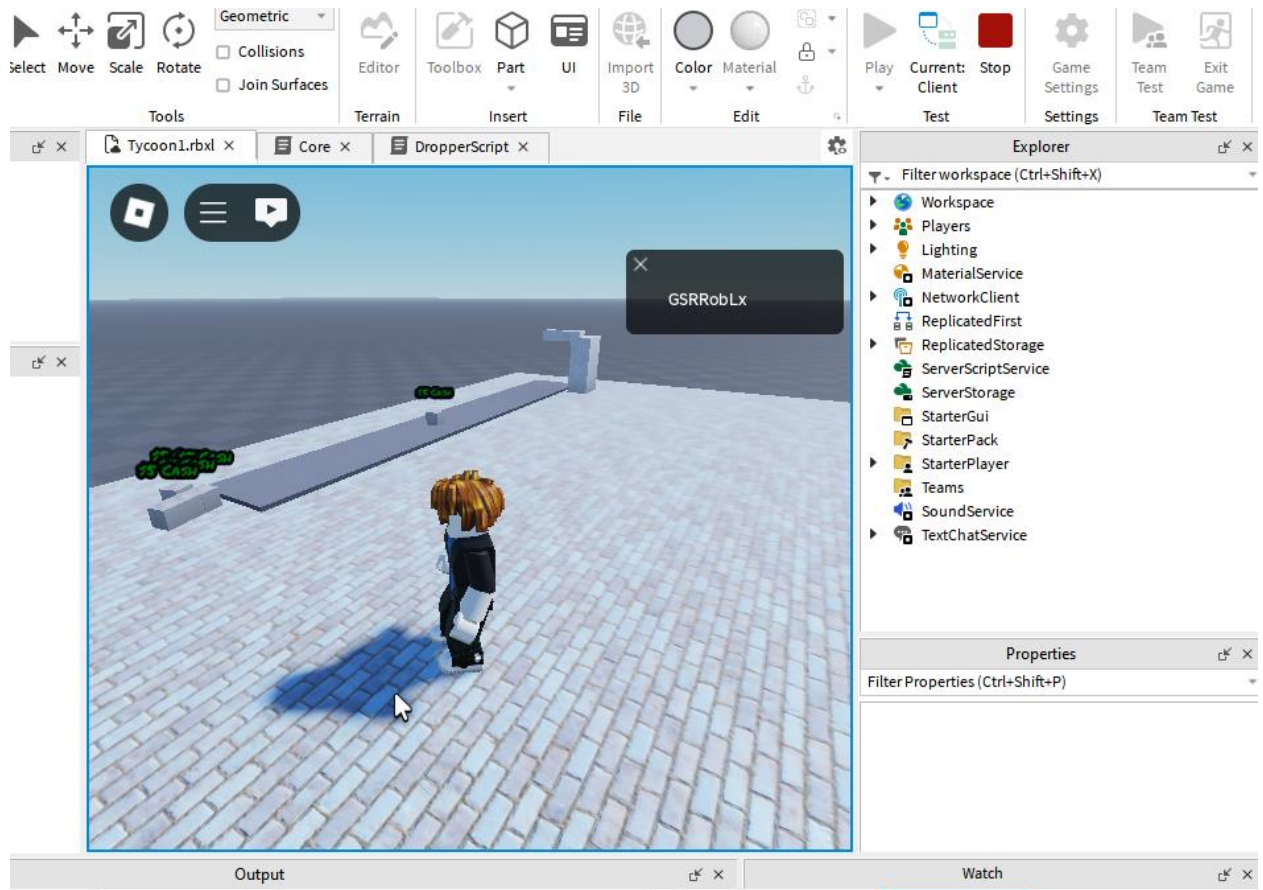
```
clGui.Frame.TextLabel.Text = "$"..cashVal.Value.." Cash"
```

```
game.Debris:AddItem(part, 15)
```

end

11. Drag drop Dropper model to Purchaseltems. Ensure that MaterialValue has Value set to Plastic.

12. Play and see. We must see parts getting cloned and dropping on Conveyor and moving to the end with UI of cash value attached to it.

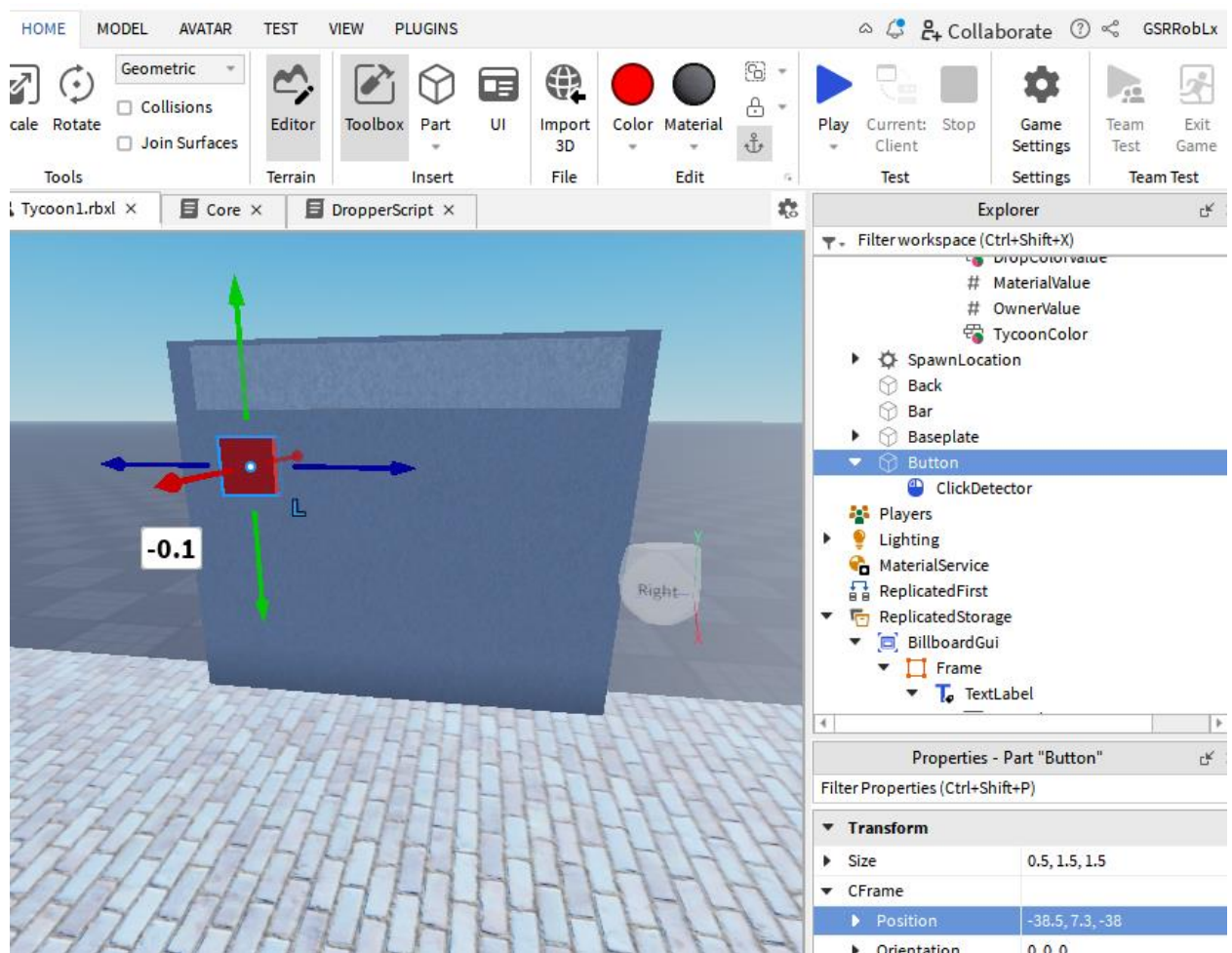


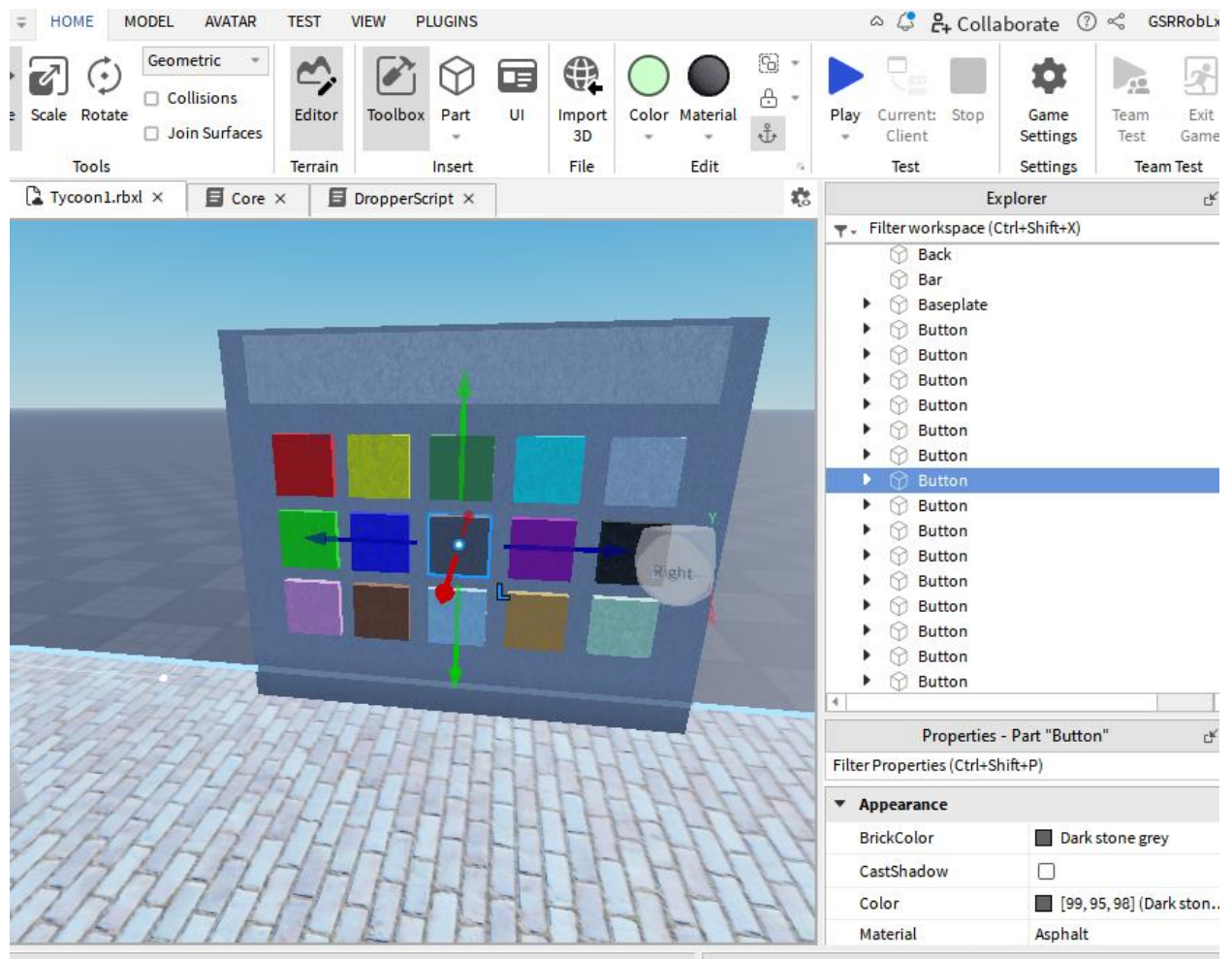
13.

14.

Customize the color and material of parts that are dropping

1. See the image below. We will build a 'structure' with color buttons using many part->block.
2. Create part->block size=(1,10,12) pos=(-39, 5.4, -42) and CastShadow uncheck. Anchor it. Rename it to 'Back'.
3. Duplicate above part, size = (1.3, 1.5, 10.6), pos =(-39, 9.5, -42), rename to 'Bar'.
4. Duplicate above part, size=(0.5, 1.5, 1.5), pos =(-38.5, 7.3, -38). Rename to 'Button'. Color to red. Add a ClickDetector.





- 7.
8. Select all buttons and group as folder and rename folder to Buttons. Select Back, Bar and Buttons folder and group as Model and rename to Colorizer. Move Colorizer to Purchaseltems.
9. Add a script to colorizer. Add the code below to script.

```
local buttons = script.Parent:FindFirstChild("Buttons")
```

```
local bar = script.Parent:FindFirstChild("Bar")
```

```
local values = script.Parent.Parent.Parent.Values
```

```
for i,v in pairs(buttons:GetChildren()) do
```

```
    v.ClickDetector.MouseClick:Connect(function()
```

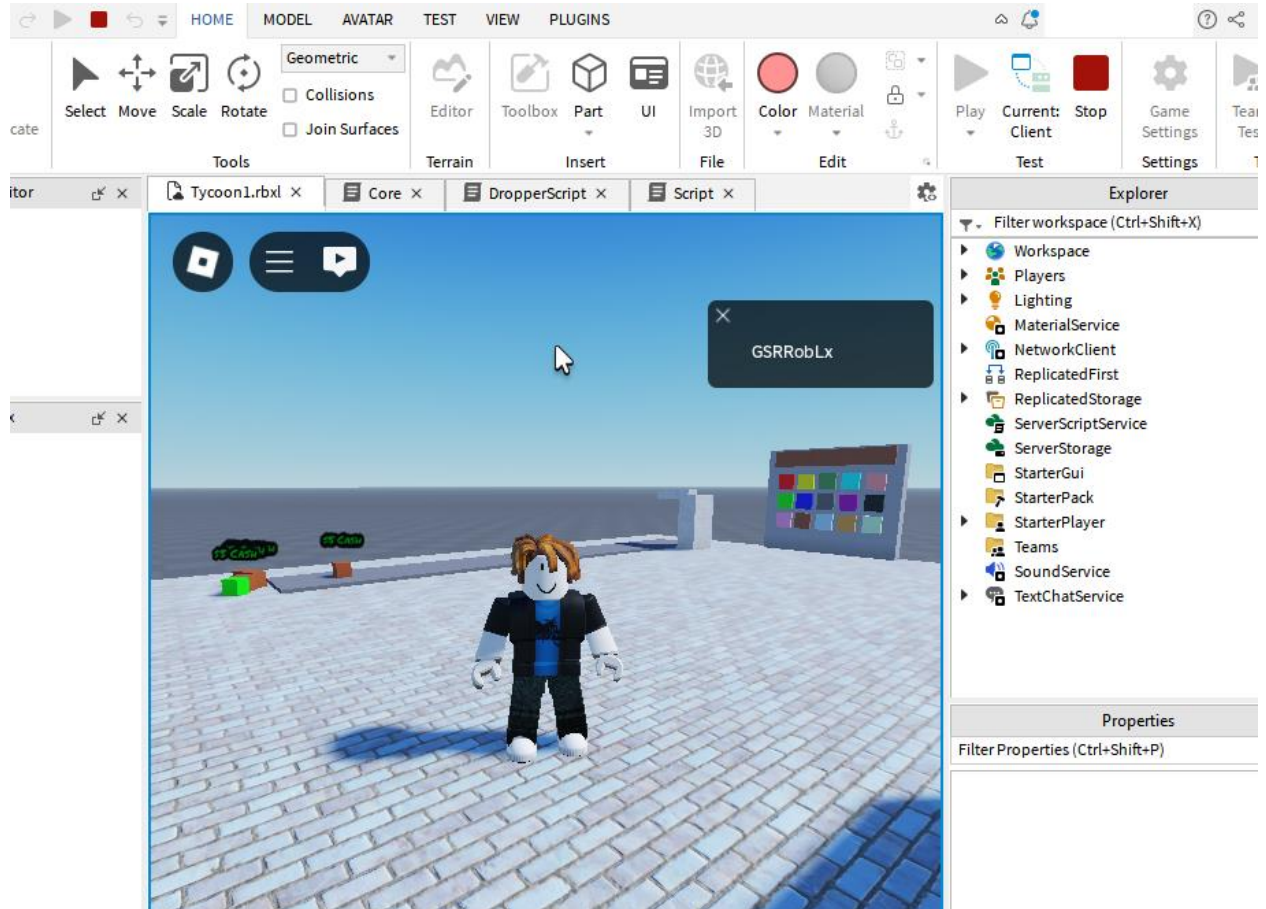
```
        values.DropColorValue.Value = v.BrickColor
```

```
        bar.BrickColor = v.BrickColor
```

end)

end

10. Play and see. When we press the color button, the next part spawned and the bar color will be of that color.



11.

12. Duplicate the 'Colorizer' and rename to 'Materializer'. Now in Materializer make color of all buttons same. Just pick different material for each of the button.

13. In the script make the below change.

14. In Materializer script

```
values.MaterialValue.Value = v.Material.Value
```

```
bar.Material = v.Material
```

15. In DropperScript

16. Replace `part.Material = Enum.Material[matVal.Value]` with `part.Material = matVal.Value`

17. Play and see. Now we must be able to configure both color and material of the product spawned from the dropper.

18. At end of conveyor, add a square part same width as conveyor, same height. Set material and color to 'yellow' Neon. Reduce color to reduce glow if needed. Anchor it.

19. In leaderstats script add below code.

```
cash.Value = 0
```

- ```
local values = script.Parent.Parent.Parent.Parent.Values
```

end)

21. Play and see. Note that part moves down conveyor and disappears as soon as it hits the yellow part. While game running see the value of MoneyValue and see it increase by 5 every time the product reaches end of conveyor belt.



## Make Buttons for purchasing Dropper, Colorizer etc.

1. Insert part->cylinder size=( 0.1, 2, 2) and pos = (24, 0.6, -65), or = (0, 90, 90). Ensure it is **anchored**. Rename to 'Button'. Select it Ctrl+g to group as model. Rename model to DropperButton. To dropperbutton, add a 'intValue', rename to Price and 'stringValue' rename to Object. Set Value of Price to 0. Add billboardgui to Button. Set maxdistance to 40, uncheck resetOnSpawn, size to (5,0,5,0). To billboardgui add a Frame, set it's size to (1,0,0.5,0), backgroundtransperency to 1.To it add a TextLabel and size to (1,0,0.4,0), backgroundtransperency to 1, texscaled to checked, font and color to desired. Add UIStroke to TextLabel, thickness to 3. Change text to 'Dropper1 - \$0'.
2. Dragdrop DropperButton to Tycoon->Buttons. Set DropperButton->Object's Value to 'Dropper' the same name in 'Purchaseltems'.
3. Duplicate DropperButton and rename to 'ColorizerButton'. To this add a 'stringValue' rename to Dependency and it's Value to Dropper. And set ColorizerButton->Object->Value to Colorizer.
4. In the Core script change the code as below.

```
local tycoon = script.Parent.Parent
```

```
local mainItems = tycoon:FindFirstChild("MainItems")
```

```
local values = tycoon:FindFirstChild("Values")
```

```
local buttons = tycoon:FindFirstChild("Buttons")
```

```
local purltms = tycoon:FindFirstChild("Purchaseltems")
```

```
local objs = {}
```

```
mainItems.OwnerDoor.Door.Touched:Connect(function(hit)
```

```
 if values.OwnerValue.Value == nil then
```

```
 local player = game.Players:GetPlayerFromCharacter(hit.Parent)
```

```
 if player then
```

```
 if player:FindFirstChild("HasTycoon").Value == false then
```

```
 values.OwnerValue.Value = player
```

```
 mainItems.OwnerDoor.DoorTop.SurfaceGui.TextLabel.Text =
tostring(values.OwnerValue.Value).."s Tycoon"
```

```

end
end
end

end)

if buttons then
 for i,v in pairs(buttons:GetChildren()) do
 spawn(function()
 if v:FindFirstChild("Button") then
 print("Button found")
 print(v.Object.Value)
 local newObj = purltms:FindFirstChild(v.Object.Value)
 if newObj ~= nil then
 print("new obj is not nil")
 objs[newObj.Name] = newObj:Clone()
 newObj:Destroy()
 else
 v:Destroy()
 end
 end

 if v:FindFirstChild("Dependency") then
 print("Dependency found")
 v.Button.Transparency = 1
 v.Button.BillboardGui.Frame.Visible = false
 v.Button.CanCollide = false
 coroutine.resume(coroutine.create(function()
 if purltms:WaitForChild(v.Dependency.Value) then
 v.Button.Transparency = 0
 end
 end))
 end
 end)
 end
end

```



```

v.Button.BillboardGui.Frame.Visible = true
v.Button.CanCollide = true
end
end))
end

v.Button.Touched:Connect(function(hit)
 local player = game.Players:GetPlayerFromCharacter(hit.Parent)
 if player then
 if values.OwnerValue.Value == player then
 if v.Button.CanCollide == true then
 if
 player:FindFirstChild("leaderstats").Cash.Value >= v.Price.Value then
 player.leaderstats.Cash.Value
 -= v.Price.Value
 objs[v.Object.Value].Parent = nil
 end
 end
 end
 end
 end
end))
end
end)
end
end

```

5. Play and see, walk through the door, then when we step on dropper button, dropper will appear and colorizer button will appear. When step on colorizer button, the colorizer will appear.
6. Now to change the color of button, if the user has enough money to buy the part. Add a script to Button and copy the code below

```
local ownerValue = script.Parent.Parent.Parent.Parent.Values.OwnerValue

local bbTex = script.Parent.BillboardGui.Frame.TextLabel

local price = script.Parent.Parent.Price.Value

bbTex.Text = "Dropper1 - $"..tostring(price)

ownerValue.Changed:Connect(function()

 if ownerValue.Value then

 local player = ownerValue.Value

 while wait(0.25) do

 if player:FindFirstChild("leaderstats").Cash.Value >= price then

 script.Parent.BrickColor = BrickColor.new("Lime green")

 else

 script.Parent.BrickColor = BrickColor.new("Really red")

 end

 end

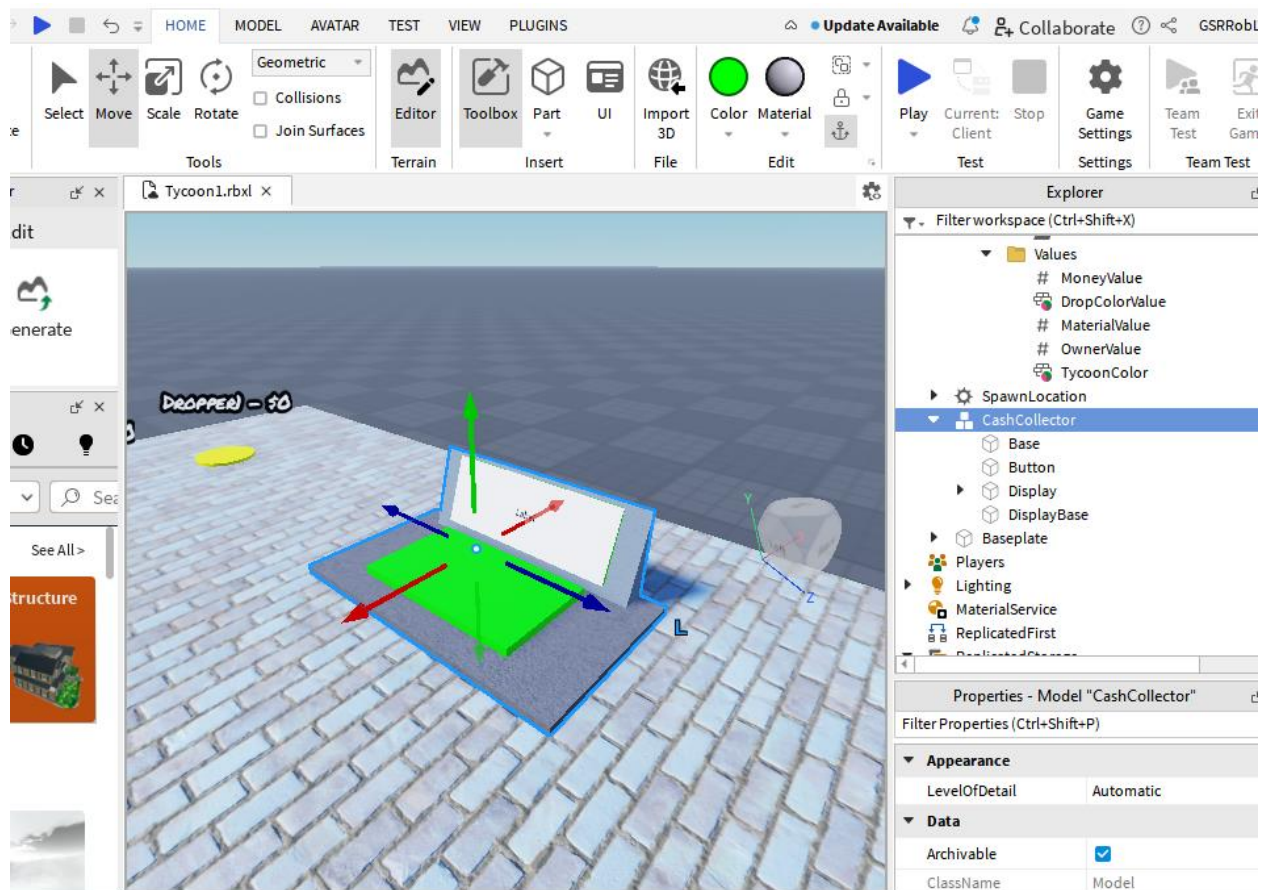
 end

end)
```

7. Add same script to Button of Colorizer also. Change ColorizerButton->Price->Value to 5
8. Play and see. Walk through the Tycoon door. Dropper button will be green, when we step on it, dropper and colorizer button will appear (colorizer button will be red because it costs 5\$)
9. Now Duplicate ColorizerButton and rename to MaterializerButton. Change Object->Value to Materializer. Update the Button->Script, bbText.Text.
10. Play and see. When we step on dropper both colorizer and materializer buttons will appear along with dropper, but in red.
11. Just set the ServerScriptService->leaderstats, cash.Value to 10, save, and play and see. Now we must be able to step on 2 green buttons to purchase colorizer and materializer.

# Make the Cash Collector

1. Add a part->block, anchor it. Size = (4, 0.2, 7), pos = (24, 0.6, -52). Material asphalt, cement color. Rename to Base.
2. Duplicate Base. Rename to Button. Size= (2.5, 0.2, 4.2), pos = (23.95, 0.8, -52.1). Material to plastic color to green.
3. Add part->Wedge, anchor it. Material to asphalt, color to cement. Size=(5.7, 2, 0.6), pos=(25.7, 1.7, -51.95). Rename to DisplayBase. Add part->block, Green, plastic, anchored. Rename to Display, size =( 1.7, 0.1, 4.6), pos = (25.713, 1.766, -52), or=( 0, 0, 71.839).
4. To Display add a surfacegui, to this add TextLabel with size (1,0,1,0) ( we will need to adjust the face, Setting to Top works). Rotate the Display so that label shows correctly.
5. Select Button, Base, DisplayBase and Display and group to model, rename to CashCollector.



- 6.
7. Make the TextLabel backgroundtransparency to 1, textscaled to checked, color and font to desired. Set text to '\$ 0'.
8. Drag drop CashCollector into main items.
9. Update the Core script as below –

local tycoon = script.Parent.Parent

local mainItems = tycoon:FindFirstChild("MainItems")

```
local values = tycoon:FindFirstChild("Values")
```

```
local buttons = tycoon:FindFirstChild("Buttons")
```

```
local purltms = tycoon:FindFirstChild("PurchaseItems")
```

```
local objs = {}
```

```
local debounce = false
```

```
mainItems.OwnerDoor.Door.Touched:Connect(function(hit)
```

```
 if values.OwnerValue.Value == nil then
```

```
 local player = game.Players:GetPlayerFromCharacter(hit.Parent)
```

```
 if player then
```

```
 if player:FindFirstChild("HasTycoon").Value == false then
```

```
 values.OwnerValue.Value = player
```

```
 mainItems.OwnerDoor.DoorTop.SurfaceGui.TextLabel.Text =
tostring(values.OwnerValue.Value).."s Tycoon"
```

```
 end
```

```
 end
```

```
 end
```

```
end)
```

```
if buttons then
```

```
 for i,v in pairs(buttons:GetChildren()) do
```

```
 spawn(function()
```

```
 if v:FindFirstChild("Button") then
```

```
 print("Button found")
```

```
 print(v.Object.Value)
```

```

local newObj = purltms:FindFirstChild(v.Object.Value)
if newObj ~= nil then
 print("new obj is not nil")
 objs[newObj.Name] = newObj:Clone()
 newObj:Destroy()
else
 v:Destroy()
end

if v:FindFirstChild("Dependency") then
 print("Dependency found")
 v.Button.Transparency = 1
 v.Button.BillboardGui.Frame.Visible = false
 v.Button.CanCollide = false
 coroutine.resume(coroutine.create(function()
 if purltms:WaitForChild(v.Dependency.Value) then
 v.Button.Transparency = 0
 v.Button.BillboardGui.Frame.Visible = true
 v.Button.CanCollide = true
 end
 end))
end

v.Button.Touched:Connect(function(hit)
 local player =
game.Players:GetPlayerFromCharacter(hit.Parent)
 if player then
 if values.OwnerValue.Value == player then
 if v.Button.CanCollide == true then

```



```

 if
player:FindFirstChild("leaderstats").Cash.Value >= v.Price.Value then

 player.leaderstats.Cash.Value
-- v.Price.Value

 objs[v.Object.Value].Parent =
purltms

 v:Destroy()

 end

 end

 end

 end

 end)

 end

 end)

 end

 end

```

```

mainItems.CashCollector.Button.Touched:Connect(function(hit)
 local player = game.Players:GetPlayerFromCharacter(hit.Parent)
 if player ~= nil then
 if values.OwnerValue.Value == player then
 if player.Character.Humanoid.Health > 0 then
 if debounce == false then
 debounce = true
 mainItems.CashCollector.Button.BrickColor =
BrickColor.new("Really blue")
 player.leaderstats.Cash.Value =
player.leaderstats.Cash.Value + values.MoneyValue.Value
 values.MoneyValue.Value = 0

```

```

 mainItems.CashCollector.Display.SurfaceGui.TextLabel.Text
= "$"..tostring(player.leaderstats.Cash.Value)

 wait(2)

 debounce = false

 mainItems.CashCollector.Button.BrickColor
=
BrickColor.new("Lime green")

 end

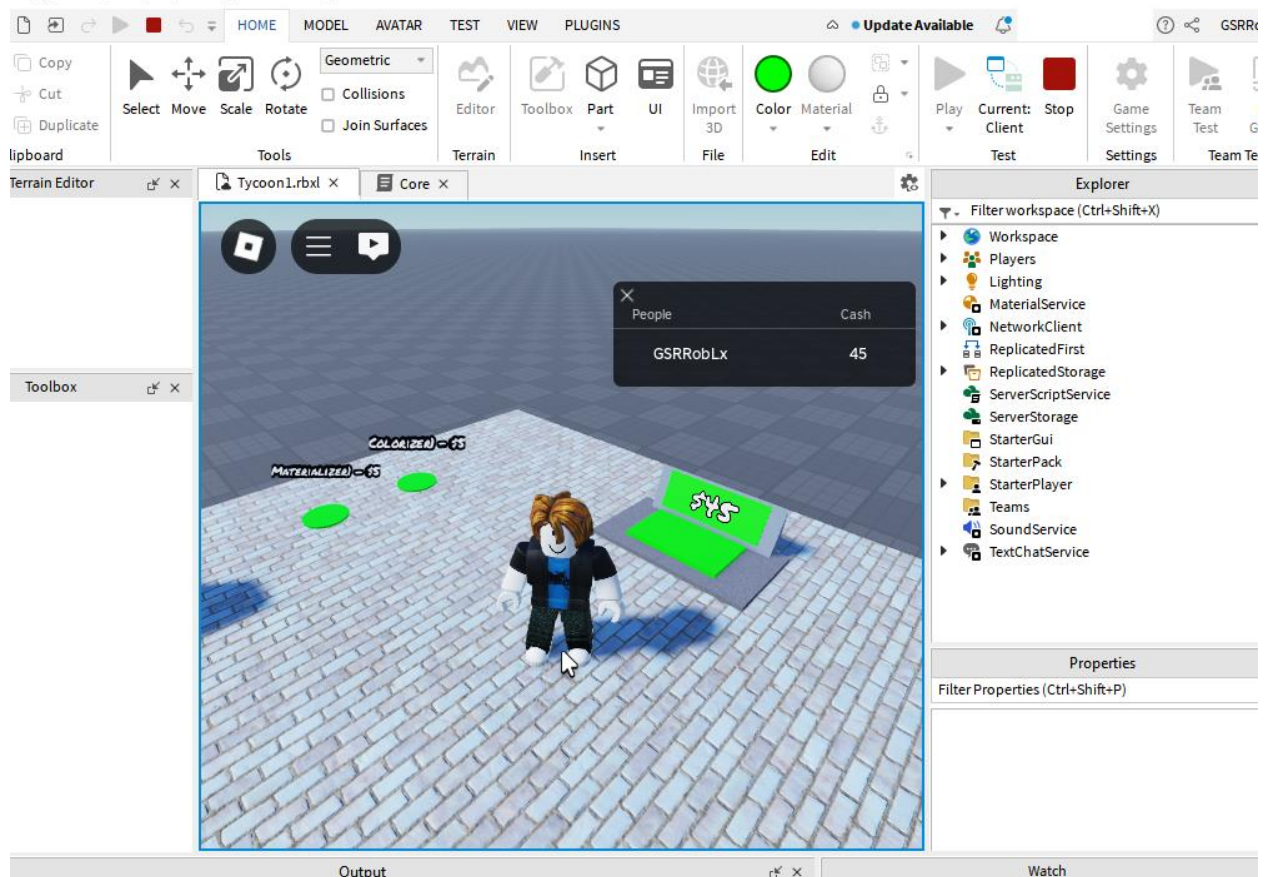
end

end

end)

```

10. Play and see, now when we step on green button of cash collector, after the dropper starts spawning products and they get into yellow part of conveyor, user's cash balance will be increased and shown in display.



11.  
12. Enjoy!