Roblox Problem Statement

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Problem Statement:

- Roblox is a rapidly growing online platform that allows users to create, share, and play games developed by other users. With its user-generated content (UGC) model, Roblox has empowered millions of creators to develop games and experiences. However, a significant challenge in the Roblox ecosystem is ensuring that developers and content creators are fairly compensated for their work, while balancing the platform's own business model and accessibility for players.

Who is experiencing the problem?

- Game developers using Roblox, Roblox content creators, and Roblox players

What is the problem?

- Developers and content creators do not get paid well for their efforts, causing them to price hike their games and items, causing a problem for players as well

Where does the problem present itself?

- This problem is evident within the Roblox experiences and in the Roblox marketplace, where things such as a game pass or a simple face can cost over 500 robux where it used to be no more than

Why does it matter?

- Roblox is a generational game that is renowned for not only being free to play, but being experiences made by players for players. These creators deserve fair compensation so they do not have to price gouge items for players to make more money.