CMST 185 Studio 2 Final Project Documentation

William Ramberg

4/2/2024

Idea: Learn and create an “experience” in Roblox. Create a game about racing, horror, or an obby.

Engine Used: Roblox Studio

What I want to learn:

* How to create scripts in Roblox Studio.
* How to change the skybox in my game.
* Create npcs (non-playable characters).
* Expand on what I already know how to do in Roblox Studio.

Ideas for Game:

Racing –

Simple race, 4 vehicles. Want it to be single-player with 3 NPC’s controlling 3 of the cars. One will be slow and easy to pass. One will be moderate and can win if the player isn’t careful. The last will be the fastest and most difficult to beat. 3 Laps, 5 minute timer.

Setting: Daytime

Horror –

Simple horror game. Want it to be a survival horror game with the usage of zombies or demons. Incorporate the use of elevators. Single-player only. Include 5 floors. May be just a jump scare simulator or something well written.

Setting: Night

Obby –

Simple Obby. Last resort option. Will include 5 to 10 stages with checkpoints. Player resets to spawn/checkpoint if failed.

Decided choice: Adventure game with horror aspect.

* Player starts in a server room and moves across an office to an elevator.
* A small subsection with a door and wooden boards presents as an obstacle.
* The players then find themselves on a farm and must find the teleporter block in the shed.
* After teleporting, the players then find themselves exploring a mall.
* Was wanting a game with better writing but due to constraints with the roblox engine and difficulties with coding, the game ended up only serving as a learning experience with not that much of a story.

Documentation

3/21/2024

* Went through a tour of Roblox Studio and learned the basics.
* Learned how to create terrain.
* Created walls of structures and designed them to appear as a certain material.

3/22/2024

* Spent time learning about the camera starting position.
* A small amount of exposure to scripting.
* Created a structure with interactable doors, lights, and an elevator.
* Learned how to control sound volumes through objects.

3/26/2024

* Create interactable objects so that text appears on the screen.
* Made a script for a flashlight tool
* Made the interactable text appear on the screen in a typewriter like style.
* Learned more about scripting and how to “call” objects in the scripts.
* Enhanced the text by making different text options or none appear after interacting with the object multiple times.

3/27/2024

* Created a field of corn with custom sound effects.
* Learning more about texturing and designing landscapes.

3/28/2024

* Created a part that teleports the player to another experience (need to work on script).
* Learned how to change the skybox of the world.

4/4/2024

* Created another touch interactable part.
* Had difficulties in making the second touchable part work correctly and had to create a new folder for it and it’s script.

4/11/2024

* Minor bug fixing

4/18/2024

* Made a teleporter to another place
* Added the same scripts to new game
* Created/added more objects to the game

4/25/2024

* Added more text objects
* Final testing and bug fixing

Difficulties/Problems:

* Learning how to script in the Lua language.
* How to correctly size, orient, and move parts.
* How to optimize game to prevent bugs and/or lag on the client side.
* Learning how to display text on the screen with a script.
* How to position the starting camera.
* How to make different interactable parts work without interfering with others.
* What story/setting to do.

Photos:

A building with trees and a sign

Description automatically generatedA room with a red carpet

Description automatically generatedA video game of a teddy bear in a dark room

Description automatically generatedA house with lights on

Description automatically generatedA parking lot at night

Description automatically generated