

README

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All scripts and assets for the game are stored in this repository.

Game Idea

Roleplaying + Chance + Grinding + Lore

Main concept: **Catch a Bug!**

Core Pillars

Roleplaying

(TBD)

Chance

Bug Rarity Tiers: Common, Rare, Epic, Legendary, Mythic

Bug Examples - Common: Ladybugs, Ants, Mosquitoes, Flies

- **Rare:** Bees, ...
- **Epic:** ...
- **Legendary:** ...
- **Mythic:** ...

Grinding

(TBD)

Main Features

Main Mechanics

Bugs - Bugs fly around, rest on trees, and walk around.

Player - Hunt with a weapon

- Sell bugs
- Index/collect bugs
- **Flex bugs**

Sub Mechanics

Weapons - Luck stat

- Simple accessories

Map

One Big Island - Sell Shop

- Buy Shop
- Leaderboard
- NPCs

Lore

Bugs are going missing one by one — your job is to collect every type of bug.

Bug System

Bug Properties: Size, Rarity, Type, Animations, Destination

1. Size

Each bug has a size range. Each bug type has its own size variation.
Size affects sell price: bigger bug = higher sell value.

2. Rarity

Each rarity tier has its own set of bugs.
Higher rarity increases sell price more.

3. Type

(TBD)

4. Animations

(TBD)

5. Destination

When a bug spawns, the tree passes it a destination.

- If a player catches the bug before it reaches the destination → bug is collected.
- If it reaches the destination uncaught → bug despawns there.

Code Used

Script is stored in tree leaf's it

```

local tree = script.Parent -- should be stored in tree leaf part

local listOfTrees = {} --list of all the trees

while true do -- will run forever

    local randomTree = listOfTrees[math.random(1, #listOfTrees)] -- picks random tree in fr

    local newBug = game.ReplicatedStorage.Bug:Clone() -- clones a bug from Replacated Storage

    newBug.Position = tree.Position -- gives the bug a position, which is the same as the leaf part

    newBug.Name = "Common Bug" -- should pass the name as the bug based on which bug cloned it

    newBug:SetAttribute("Goal",listOfTrees[math.random(1, #listOfTrees)].Position) -- passes the goal position

    newBug.Parent = game.Workspace -- put the bug into the work space (the game)

    task.wait(15) -- timer to spawn the next bug

end

```

Weapons

(TBD)

Player

(TBD)

Score

(TBD)

Planning

Everyone (Tasks everyone should do)

Deadline: Continuous

- Learn how to navigate **Roblox Studio** - Know how to access this repo and add/remove files

Implement Early Essential Scripts

Seji, Ravn1rw

Deadline: Continuous

- Create core systems:
 - Bug spawning from trees
 - Catching bugs
 - Sell/buy system
- Store all new scripts in the `scripts/` folder with a short description of:
 - what it does
 - where it belongs in Roblox Studio

Early Game Models

Seji, Pyro

Deadline: 05-01-2026

- Trees, common bug types, and map
- Low-detail meshes, good enough for early testing