CGT 141 Final Project: The Roblox Memoriam

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Topic: *Dead Roblox games*

Main games Included (A.K.A Pages):

Normal Elevator
Be Crushed By A Speeding Wall
Welcome to the Town of Robloxia
Speed Run 4
Flood Escape: Classic
Adopt and Raise a Baby
Honorable Mentions

The Honorable Mentions:

The Doom Wall 2: Burst
Roblox High School | [Legacy]
Deathrun
Pokemon: Brick Bronze

Pre-Production: this??? maybe???

Requirements:

Functional requirements:

- ☑ ~~7 *whole* pages~~
- ☑ ~~Home page *(Named "index.html")*~~
- ☑ ~~Must be responsive/interactive~~
- ☑ ~~Javascript must be used~~
- ☑ ~~Intrasite and Extrasite link *(one of each probably)*~~
- ☑ ~~MUST NOT BE UGLY~~
- ☑ ~~Needs to include a PNG, JPEG, and GIF *(one of each)*~~
- ☐ Site needs to have mobile device compatibility

CSS requirements:

- ☑ ~~All formatting/layout must be done with CSS~~

- ☐ Must be programmed to accommodate different devices
- ☑ ~~Links must be created in a styled list of unordered items or a styled definition list.~~
- ☑ ~~Must have at least 1 DIV that has been floated~~
- ☑ ~~Must use the clear property at least 1 time~~
- ☑ ~~Must use box model properties (border, margin, padding, etc.)~~
- ☑ ~~Must use multiple CSS selector (IDs, classes, etc.)~~
- ☑ ~~Must use background, image, table, and text css properties.~~

Javascript requirements:

- ☑ ~~Must have at least 1 set of buttons that uses JavaScript to do rollovers(make it change color when you hover your mouse over it) OR use HTML5/CSS3 hover to do a rollover.~~
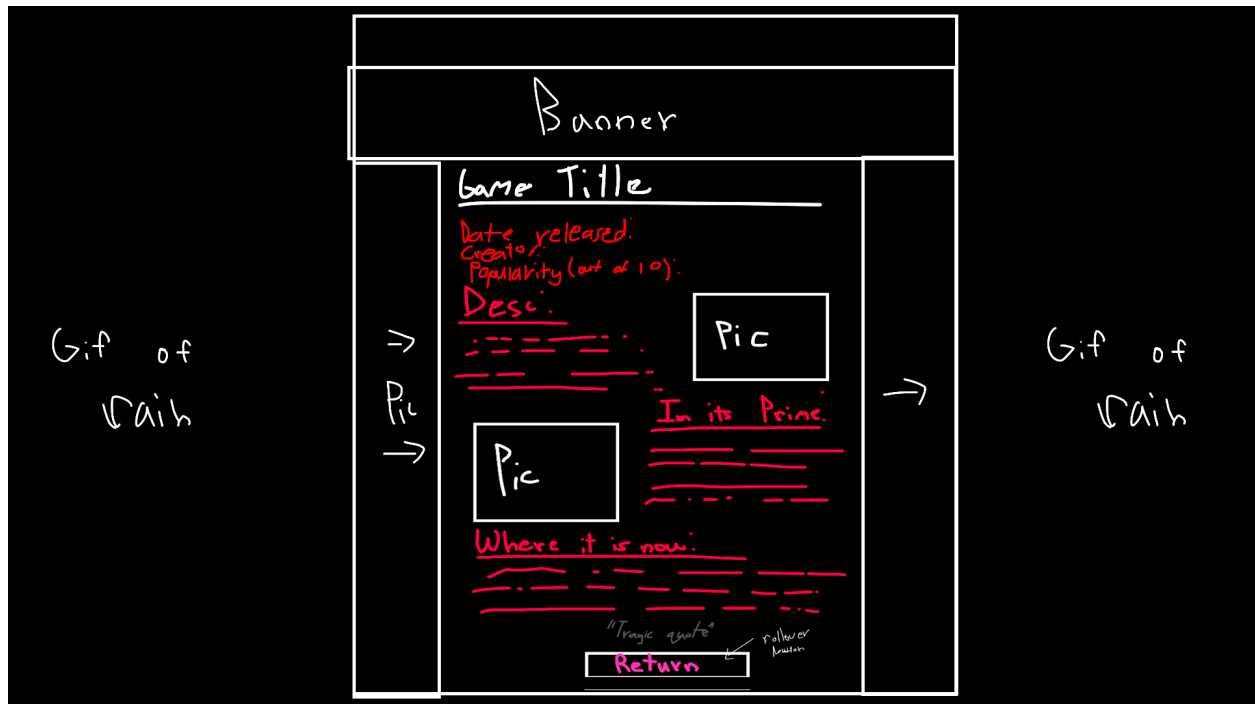- ☑ ~~Check form is not empty with Javascript~~

Hosting requirements:

- ☐ Must be hosted on a commercial VPS
- ☑ ~~Must implement HTTPS~~
- ☐ Must have a domain name
- ☑ ~~Needs a form~~
    - ☑ ~~Must have 5 form elements~~
    - ☑ ~~Must check with HTML5/Javascript if blank~~
    - ☑ ~~Should target an appropriate PHP/ASP/JSP page on your server~~

<u>Concept Images</u>
Main Page:
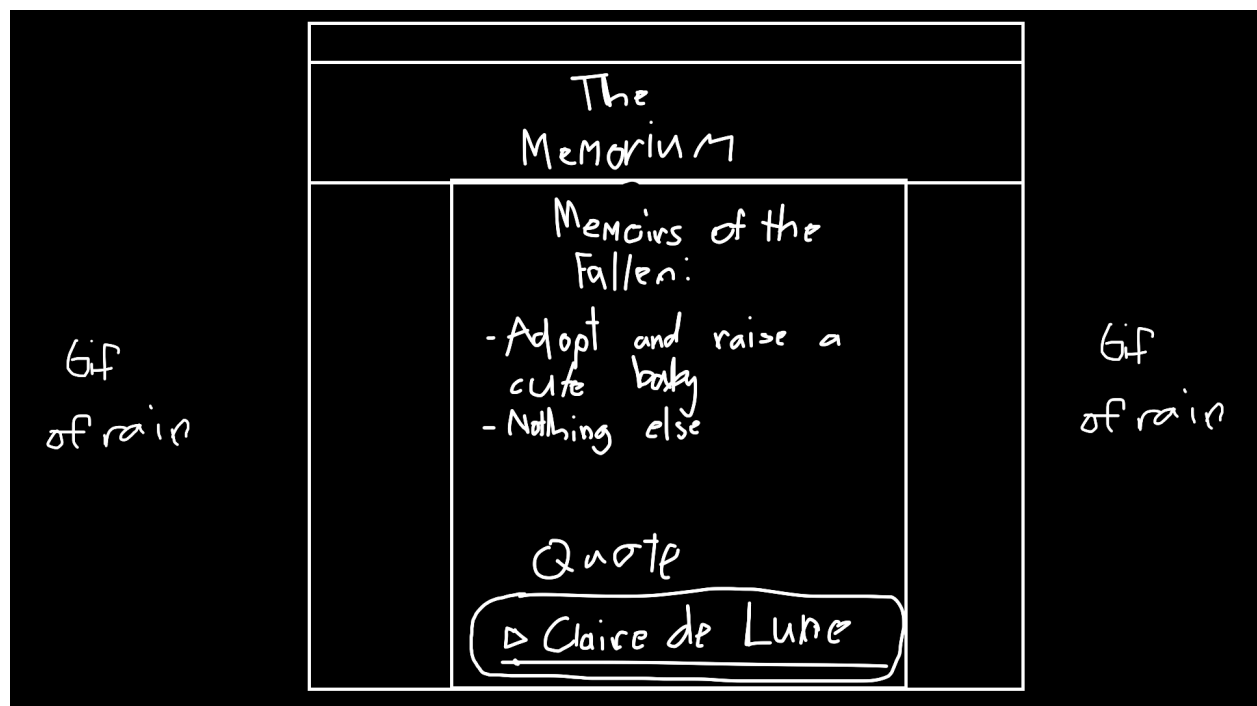
Content sub-pages:

Sub-content basic format:
Game title:
Date released:
Creator:
Popularity:
Description(paragraph):
In its prime(paragraph):
Where it is now(paragraph):
Shakespearean quote at the bottom of page

Pictures:
Picture to the right of description:
Picture to the left of Prime
Picture in background(the one on top of the gif of rain)

The actual sub-content (page-by-page):

Normal Elevator:

Game title ^

Date Released: 3/26/2015

Creator: NowDoTheHarlemShake

Popularity: 8/10 past, 2/10 present

Description: Despite the name, you ride on an elevator that takes you to various floors that most would describe as irregular. Each floor has something unique, from a chicken eating contest to floating waffles in a void, this game has a lot of unique floors to randomly stumble upon.

Prime-time: In its prime, Normal Elevator was a blast to get through. With each floor feeling new and fitting into its time period, it garnered a massive amount of players at most times, typically having thousands of concurrent players. Various Youtubers even caught wind of it, with DanTDM, EthanGamer, and DennisDaily being some of the more popular cameos.

Where it is now: Normal Elevator has lost a significant amount of its usual playerbase, only amassing roughly 50-300 players a day. In comparison to its highest amount in its prime, it's not nearly as popular as it once was.

Quote: *"It was always normal in our hearts."*

Be Crushed By A Speeding Wall:

Game title ^

Date Released: 8/17/2016

Popularity: 6/10 past, 2/10 present

Description: The name is as appropriate as it looks. In this game, you try not to get crushed by a speeding wall, through small holes in the walls on the side of the stage to hide from it, only moving when the speeding wall isn't. It was this simple gameplay that caught the attention of many in the past, but has died out in recent years due to a lack of updates and add-ons to the gameplay.

Prime-time: In its prime, Be Crushed By A Speeding Wall was pretty popular, typically having a couple to tens of thousands of concurrent players at a time. A lot of youtubers covered this one, majorly roblox-only youtubers however.

Where it is now: Be Crushed By A Speeding Wall has garnered a lot less players to date, only achieving 30-250 players a day, making it much less popular than it once used to be. It has had a couple major spikes in player count due to roblox events, but those numbers dwindle shortly after.

Quote: *"Crushed too soon."*

Welcome to the Town of Robloxia:
Game Title ^
Date Released: 5/20/2013
Popularity: 7/10 past, 0.1/10 present
Description:
Prime-time:
Where it is now:
Quote: *"Goodbye, Town of Robloxia"*

Speed Run 4:
Game title ^
Date Released: 10/20/2024
Popularity: 9/10 past, 4/10 present
Description: A high speed platformer that made sure you had the skill to make it to the end. It differed from the rest of its time in a sense that it used speed as a mechanic to make the levels more difficult, despite it making it more fun. Tighter jumps became difficult at high speeds, and tighter jumps were definitely made more prevalent as it progressed.
Prime-time: At its best, Speed Run 4 was a game adored by many for its simplistic yet adrenaline-inducing gameplay that was easy to pick up but hard to master. Over time, the developers of the game decided to change how the core game mechanics worked, or what they even were, losing out on its tens of thousands of active players it used to have.
Where it is now: At its current state, Speed Run 4 is not the game it certainly used to be. As Roblox has evolved, a lot of the games on the platform have leaned towards making as much money as possible rather than making games you can have fun on. Despite Speed Run 4 still having around one to two thousand players at a time, the death of this game resides in it transitioning into a game centered around money rather than fun.
Quote: *"Started with speed, ended with greed."*

Flood Escape: Classic
Game title ^
Date Released: 8/15/2010
Popularity: 8/10 past, 1/10 present

Description: A simple game about escaping floods in various buildings, getting to the escape point before the rooms fills with water, killing you. In order to get to the end of the room, however, you would need to press different buttons to open up pathways that would lead to the end, which could take extra time to get to, leading to more precision in getting to the end.

Prime-time: Flood Escape: Classics somewhat simple yet effective gameplay loop struck gold when it came out, getting thousands of players every day. It remained like that for quite a while, since it was easy to get hooked into its gameplay, especially when there were more difficulties to master than just one.

Where it is now: Flood Escape: Classic's decrease in popularity is pretty much given to one factor: the development and release of Flood Escape 2. Due to working on their second game, Crazyblox had almost abandoned the first game, leaving its player count to dwindle, leaving it at almost 100 active players at most to this day.

Quote: *"Drowned out by its successor, but not forgotten."*

Adopt and Raise (formerly Adopt and Raise a Cute Kid)

Game Title ^

Date Released: 1/26/2014

Popularity: 8/10 past, 0.5/10

Description: A very simple roleplaying game where you do as the title suggests, adopt and raise a cute kid. You and other players could roam and do various tasks around the map, but wouldn't really progress anything as it would all be to act as a family. An odd game, but one people found interesting nonetheless.

Prime-time: The game primarily gained popularity in 2017-2018 due to youtubers like Flamingo making videos on it. The game quickly stopped being a roleplaying game and turned into a battleground, doing various acts to mess everyone up and ruin everything around you. It turned an odd game into a rather fun one, one that gained thousands of players.

Where it is now: After the fire resides, Adopt and Raise a Cute Kid ended up getting removed from the platform due to scummy tactics the owner utilized in the game to make money. After various events took place, ownership was given to someone else, and the game underwent various redesigns that a lot of people just didn't like. All of these events caused the game to lose its players, where it now can't hold any more than 100 active players at one time.

Quote: *"Not as cute as it once was."*

The Doom Wall 2: Burst
Popularity: 5/10 past, 0/10 current
Quote: *"It was doomed to be walled off too."*

Roblox High School | [legacy]
Popularity: 8/10 past, 1/10 present
Quote: *"It was too cool for school."*

Deathrun
Popularity: 8/10 past, 0.5/10 present
Quote: *"It ran until it died."*

Pokemon: Brick Bronze
Popularity: 10/10 past, 0/10 present
Quote: *"Not cool, Nintendo."*