Roblox – Make a Game

Group Project

Final Report

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Executive Summary
Roblox – Make a Game!

The Group Project is all about making a game in Roblox, Roblox is a massively multiplayer online video game and game creation system that allows the users to design their own games and play a wide variety genre of games.

The goal of this project is to make a fun, replayable game and make the users that play this game interested on spending robux, which is another goal of this project. Robux is an in-game currency that can be traded into real life money. We can earn robux by microtransactions in the game for example, customizable weapons and gears.

The product that we are trying to deliver is a class-based combat game, where based on the class the user chooses, it will have different abilities and weapons. There will be objectives like 6v6, 3v3, Attackers vs Defenders, King of the Hill (where a team of players have to capture a point of the map and be able to keep it for a certain amount of time).
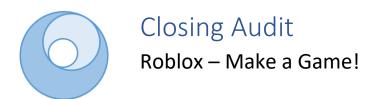
For the basic game we plan to have 3 basic classes, Warrior [1], Mage [2], Alchemist [3]. 1 objective and 1 map. We can monetize the game via game passes which shows what cosmetics the player chose.

The requirements of this group project are:

- A game that has a scoring mechanism.
- A game that is fun.
- A game that has a multiplayer function.
- Has sounds.
- Ideally has the new features of the Roblox framework (e.g. terrain vegetation, physics-based rendering).
- A game that can be monetized and be able to get robux.
- A popular game genre that has a chance for growth.
- A game that can be original and popular.

Delivered Product

Roblox – Make a Game!

Client Approval

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Closing Audit

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Lessons Learned

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Team Contribution

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Appendix
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[1] Warrior Class Design

Abilities
1 - Shield Bash
Damages enemies infront of the warrior, slowing

2 - Shield Wall
Holds up shield blocking incoming damage from the front

3 - Inspire
Inspires nearby allies increasing movement speed and health regen

Ultimate - Whirlwind
Spins around wielding sword dealing large amounts of damage in an AOE around the warrior

Basic Attack
Sword swing, small amount of damage

Warrior

Armaments
R - One-handed sword
L - Shield

How it needs to feel
The warrior needs to feel powerful and impactful when being used.

Needs to feel as if they are much tankier than the other classes.

Used to capture points and hold off enemies from choke points using shield.

[2] Mage Class Design

Abilities
1 - Fireball
Throws a fireball directly infront, damages

2 - Force Push
A blast of air from the mage pushes enemies back

3 - Arcane Blast
Unleashes arcane energy around the mage dealing damage

Ultimate - Blizzard
Calls down a blizzard in an area dealing damage and slowing

Basic Attack
Arcane Bolt - Small magic projectile

Mage

Armaments
R - Orb

L - None

How it needs to feel
The mage needs to feel as if they are using all elements during play (fire, water, earth, air)

Needs to feel as if they much flashier than the other classes.

Used to deal damage to opponents as well as some utility (slows)

Abilities
1 - Throw Bottle
Throws currently selected
potion at target location

2 - Brew
Alternates between
potion types

Potions
Healing Potion
Poison Potion
Slowing Potion

Ultimate - Super Concoction
Brews a mighty potion that
makes all enemies hit take
DOT and increase damage taken

Basic Attack
Stab - Quick low damage

Alchemist

Armaments
R - Dagger

L - None

How it needs to feel
The alchemist needs to feel as if
there potions have meaning to the
gameplay

Needs to feel as if they are help-
ing the other classes as well as
being able to be useful on their
own
Used to heal allies and provide
utility against enemies