

Roblox 1 : Intro to Game Design

Table of Contents

- Planning the Project
 - Game Design Documents
 - Creating First Map Layout
 - Editing the Map Layout

Planning the Project

Game Design Documents

The initial phase of game development involves planning the game's design. It's essential to outline where the game will be played, who the characters are, and the actions they can perform.

Example game design documents are as below:

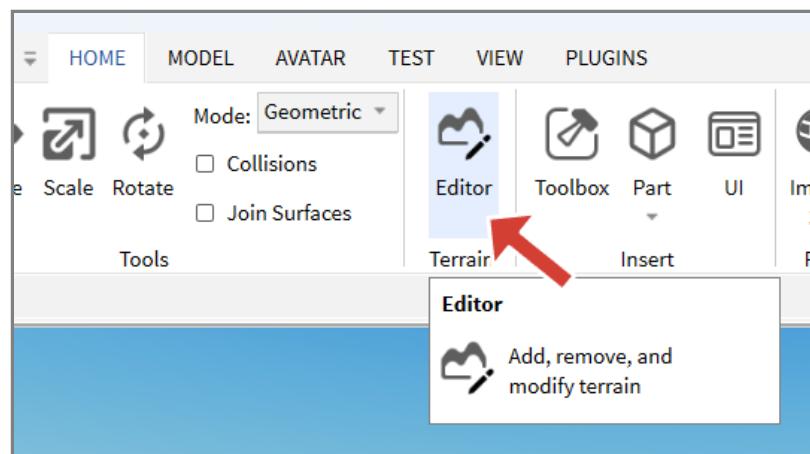
Component	Examples
Setting	- Haunted mansion. - Deserted island. - Space station.
Main Character	- Adventurous archaeologist. - Deep-sea diver. - Resourceful scavenger.
Actions	- Uncover ancient artifacts, decipher ancient texts. - Explore underwater structures, interact with marine life. - Search for supplies, fend off threats, rebuild society.

Creating First Map Layout

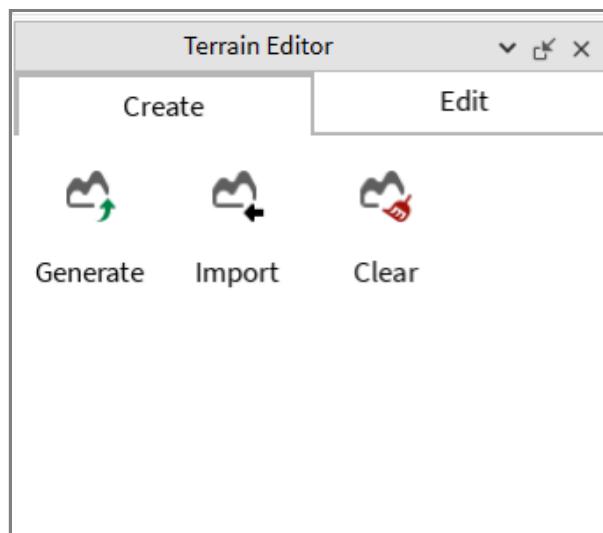
Now that we've determined the settings, we can begin crafting the map for the game environment. This initial stage involves outlining the layout of the map, focusing on establishing basic structures and overall layout without creating into specifics details.

The tool we'll utilize for this phase is known as the **Terrain Editor**. This versatile tool enables the creation of various environmental details to enhance the game world.

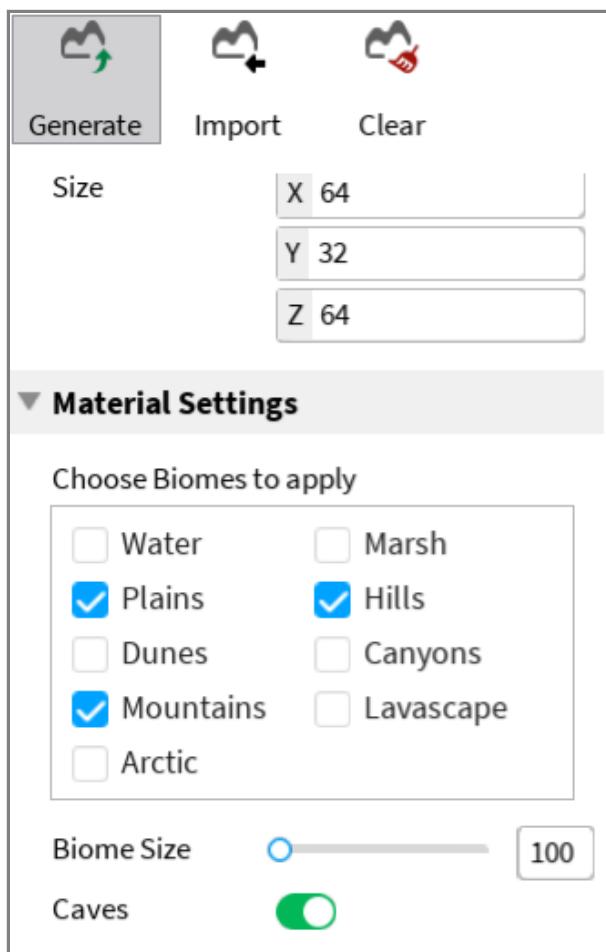
1. Open Roblox Studio and choose the **Flat Terrain** Project.
2. Look for the **Home** tab at the top of your screen and click the **Editor** button



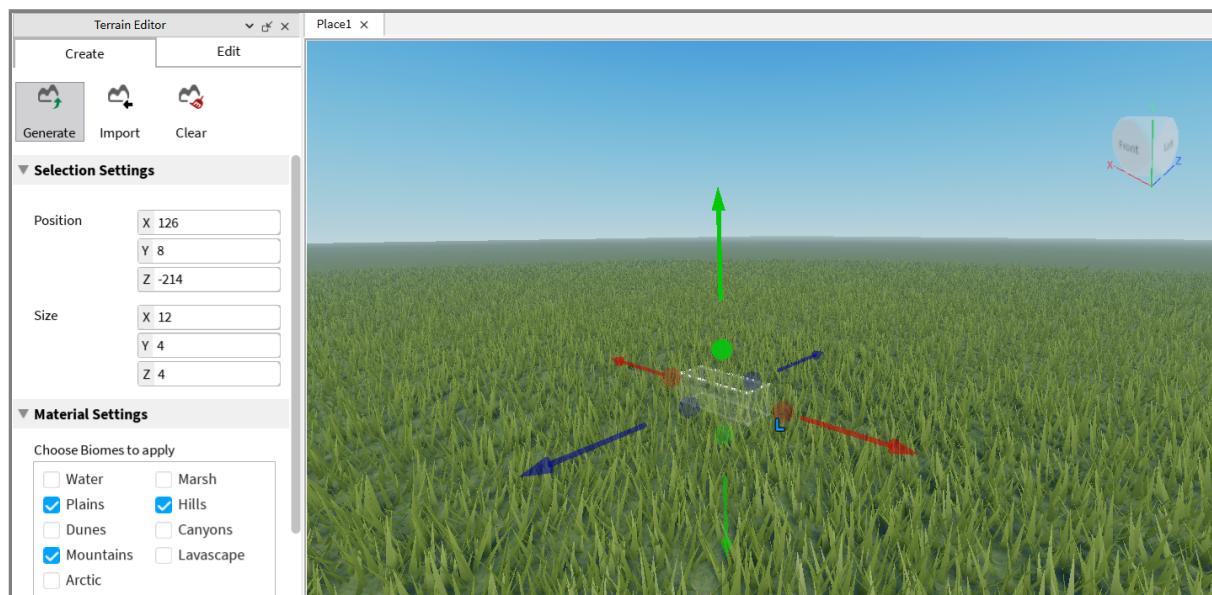
3. After you clicked the **Editor** button, a window on the left will appear. At the top, there are two options which are **Create** and **Edit**. In this step, we want to choose **Create** and then click **Generate**



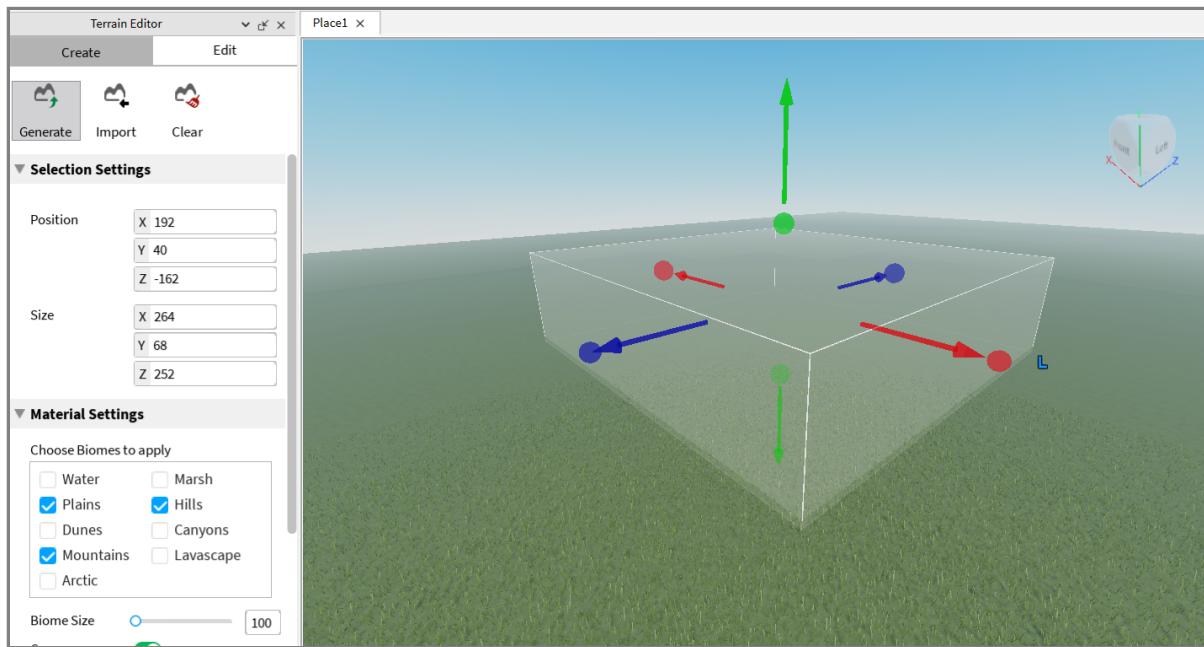
4. Scroll down to the **Material Settings** section, and tick off the options **Plains, Hills** and **Mountains**. Maintain all other options as is.



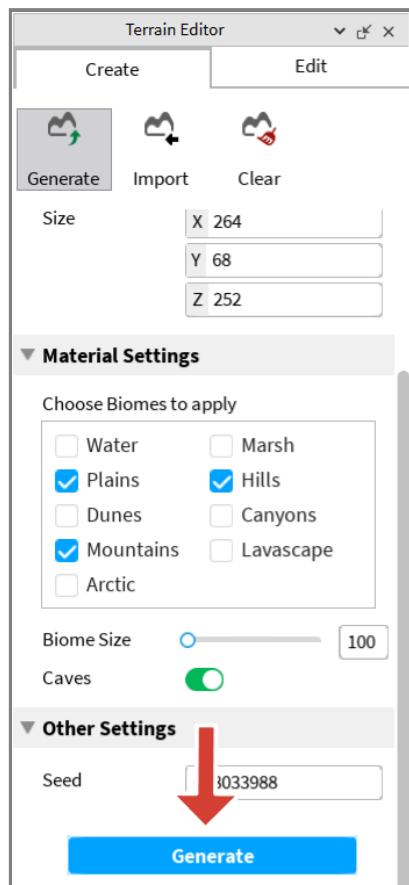
5. **Left Mouse Click** on the terrain and drag it a bit until you got the boxes as shown in the photo



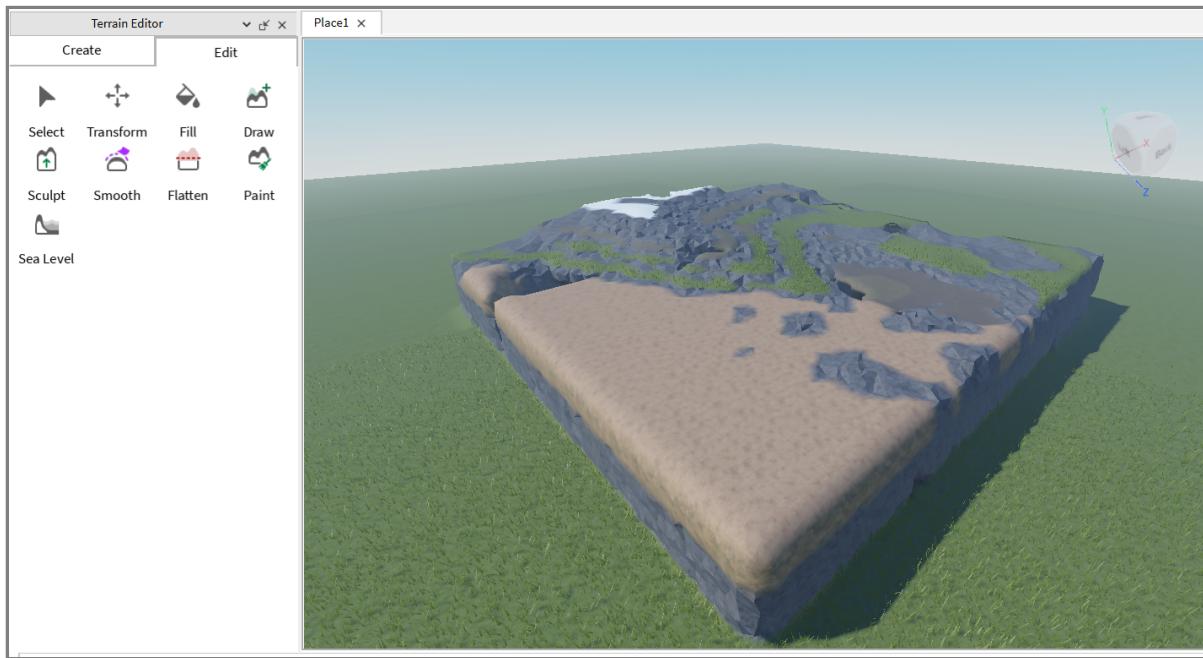
6. Click and drag the **Blue**, **Red** and **Green** ball to adjust the size. **Blue** and **Red** ball is to adjust width and length while **Green** ball is to adjust height and depth. To change the position you can do it by clicking and dragging the arrow.



7. Go back to the **Terrain Editor** window and scroll down until you see the **Generate** button. Click it to generate the terrain.

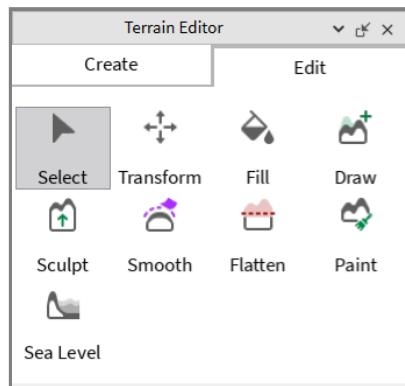


8. Here is the example result of the generated terrain. Your terrain might be different as your friend because it is generated randomly.

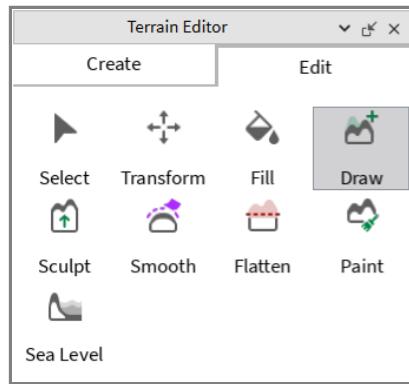


Editing the Map Layout

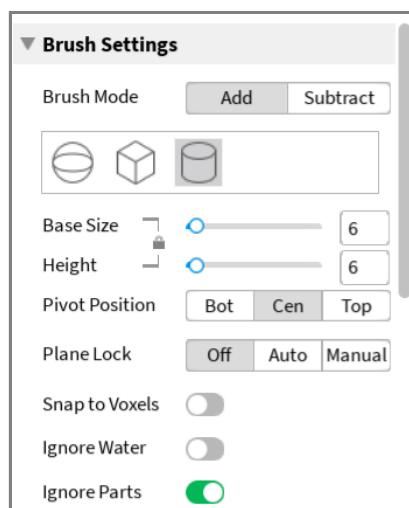
1. Now that we have created our basic map layout, we can do further addition or editing to the map to make it more suitable for our game idea. Go back to **Terrain Editor** windows and click the **Edit** tab. Here you can see there are many options on how you can edit your map.



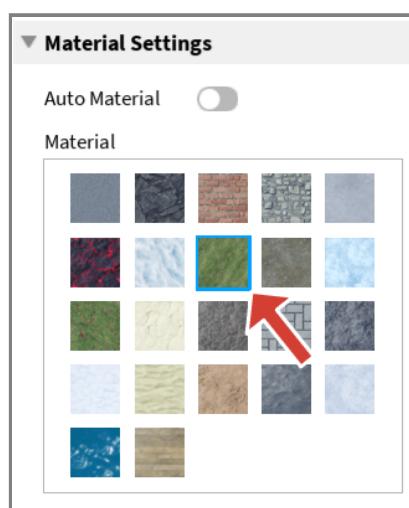
2. Click the **Draw** options under the **Edit** tab. This tools is too draw more terrain on our base map.



3. Scroll down to the ***Brush Settings** section. Choose the shape of the terrain addion that you want. As you can see, there are three options, sphere,cube and cylinder. In the example picture, cylinder is choosen but you are free to choose any shape that you like.

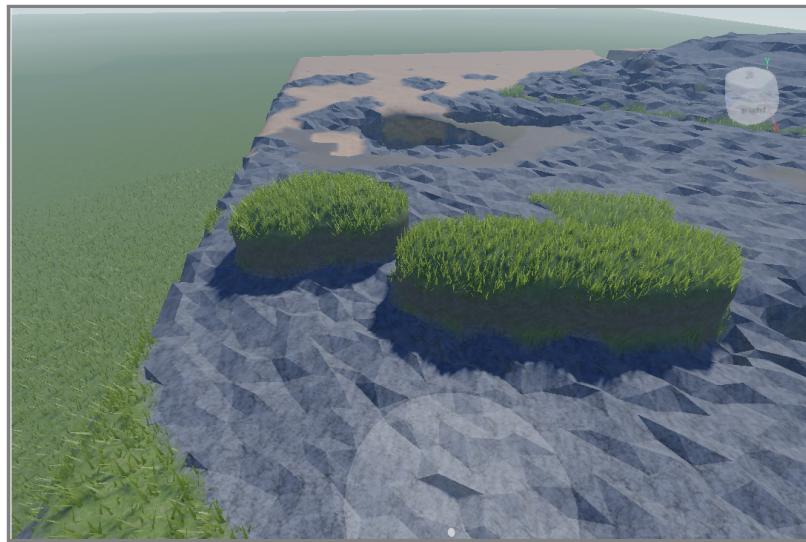


4. Scroll down more to the **Material Settings** sections and you will be shown a range of terrain material for you to choose from. Let's choose **Grass** for this tools.



5. To use the **Draw** tools, go to the terrain and click with **Left Mouse Click** and drag it. When you are doing it, you can see that new terrain are being formed. Don't worry if you are adding terrain where you don't want to. You can use keyboard shortcut **Ctrl + Z** to undo

the progress. As you can see now we have successfully added new **Grass** terrain on top of the base map.



6. Now that you know how to use the **Draw** tools, you can use other tools in the **Edit** section to update your map. Can you figure out how to use ? Dont worry if you are making mistakes, **Ctrl** + **Z** is here to save you.