

# Roblox 1 : Intro to Game Design

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## Plannning 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 :

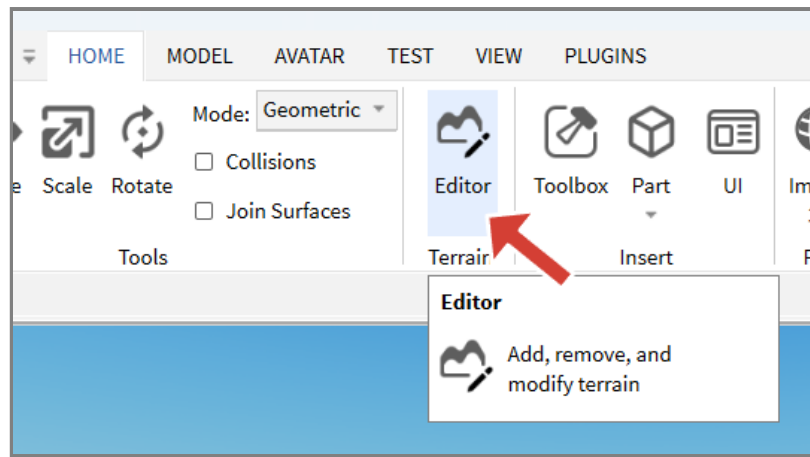
Component	Examples
Setting	<ul style="list-style-type: none"><li>- Haunted mansion.</li><li>- Deserted island.</li><li>- Space station.</li></ul>
Main Character	<ul style="list-style-type: none"><li>- Adventurous archaeologist.</li><li>- Deep-sea diver.</li><li>- Resourceful scavenger.</li></ul>
Actions	<ul style="list-style-type: none"><li>- Uncover ancient artifacts, decipher ancient texts.</li><li>- Explore underwater structures, interact with marine life.</li><li>- Search for supplies, fend off threats, rebuild society.</li></ul>

### Creating First Map Layout

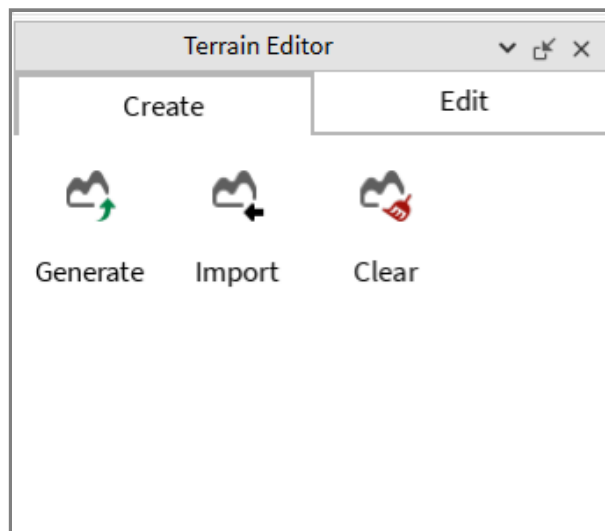
Now that we've determined the settings, we can begin crafting the map for the game environment. This initial stage involves outlining the layout of the map, focusing on establishing basic structures and overall layout without creating into specifics details.

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.

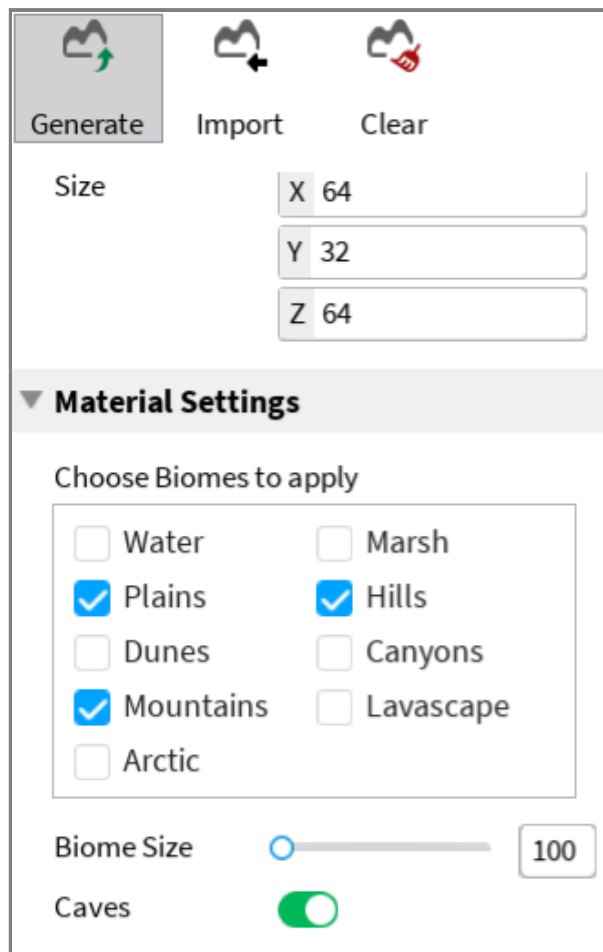
1. Open Roblox Studio and choose the **Flat Terrain** Project.
2. Look for the **Home** tab ot the top of your screen and click the **Editor** button



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

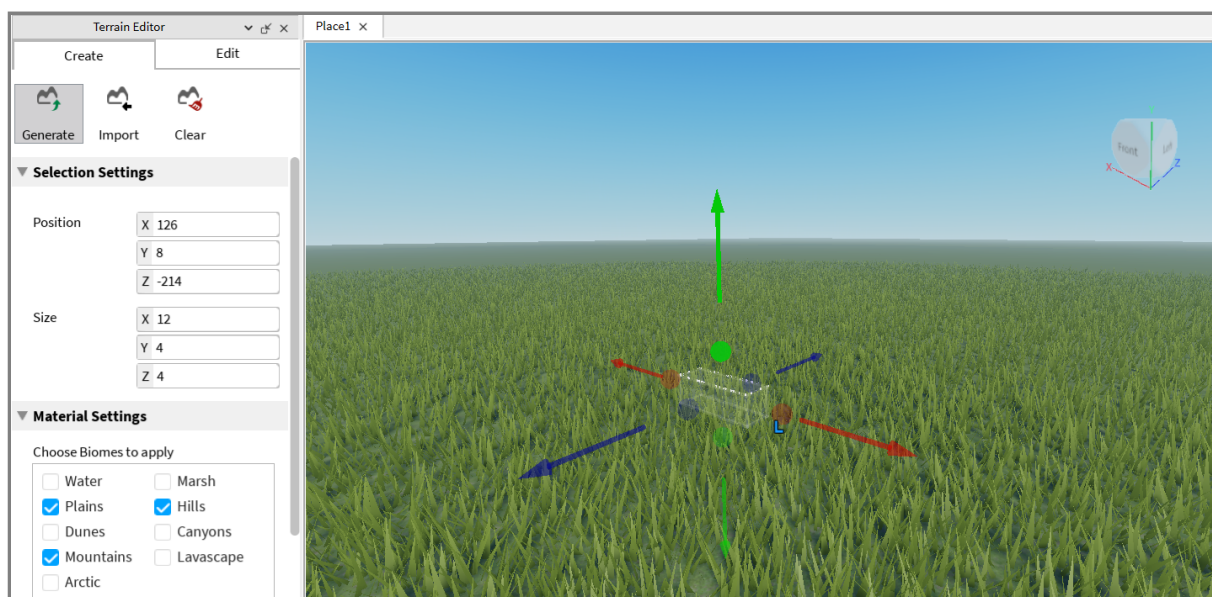


4. Scroll down to the **Material Settings** section, and tick off the options **Plains**, **Hills** and **Mountains**. Maintain all other options as is.

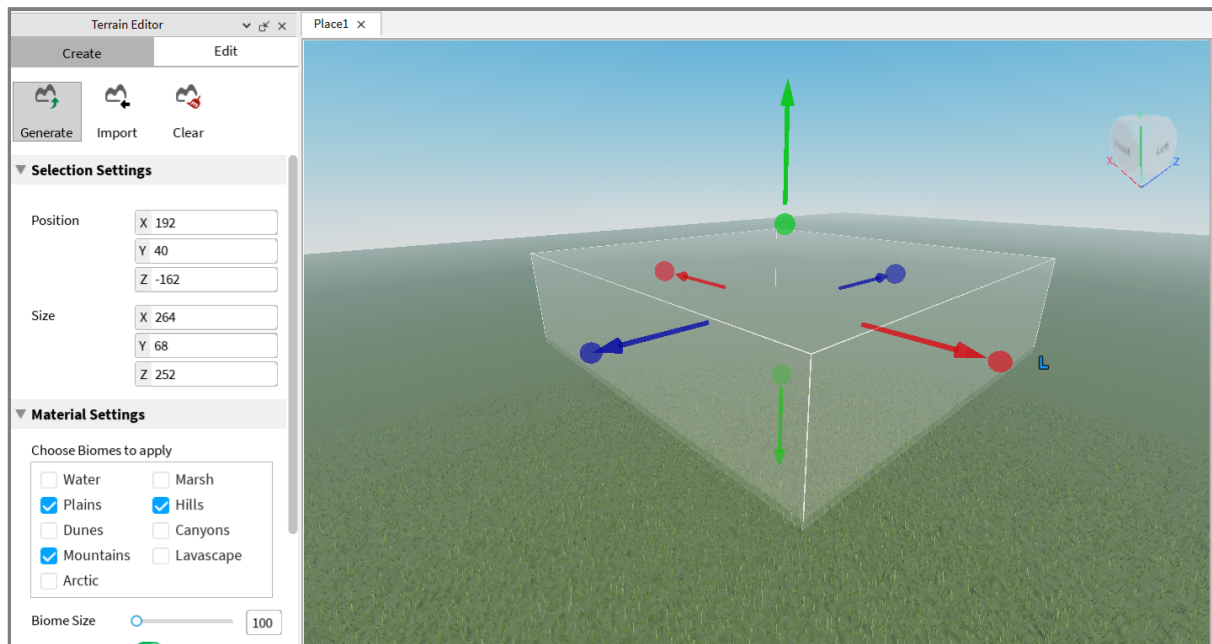


The screenshot shows the 'Terrain Editor' settings panel. At the top are three buttons: 'Generate' (with a green arrow icon), 'Import' (with a mountain icon and a left arrow), and 'Clear' (with a mountain icon and a red 'X'). Below these are three input fields for 'Size': 'X' is 64, 'Y' is 32, and 'Z' is 64. A section titled 'Material Settings' is expanded, showing a list of biomes to apply. The biomes are arranged in two columns: Water, Plains, Dunes, Mountains, Arctic in the first column, and Marsh, Hills, Canyons, Lavascape in the second column. The 'Plains', 'Hills', and 'Mountains' options are checked with blue checkmarks. Below the biome list is a 'Biome Size' slider set to 100, and a 'Caves' toggle switch that is turned on (green).

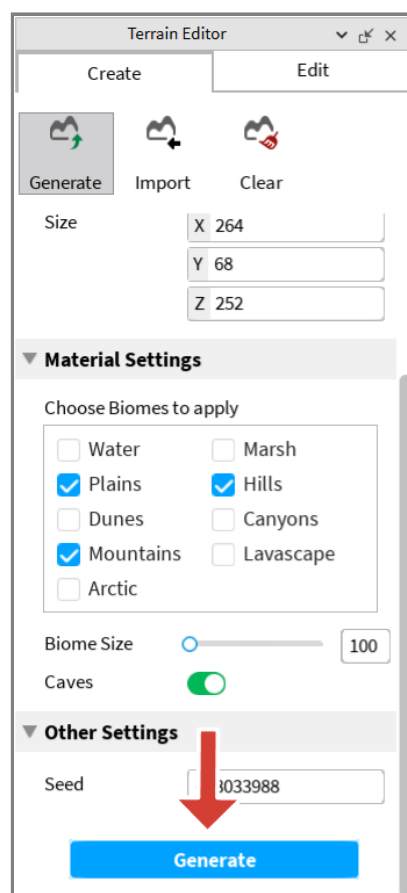
5. Left Mouse Click on the terrain and drag it a bit until you got the boxes as shown in the photo



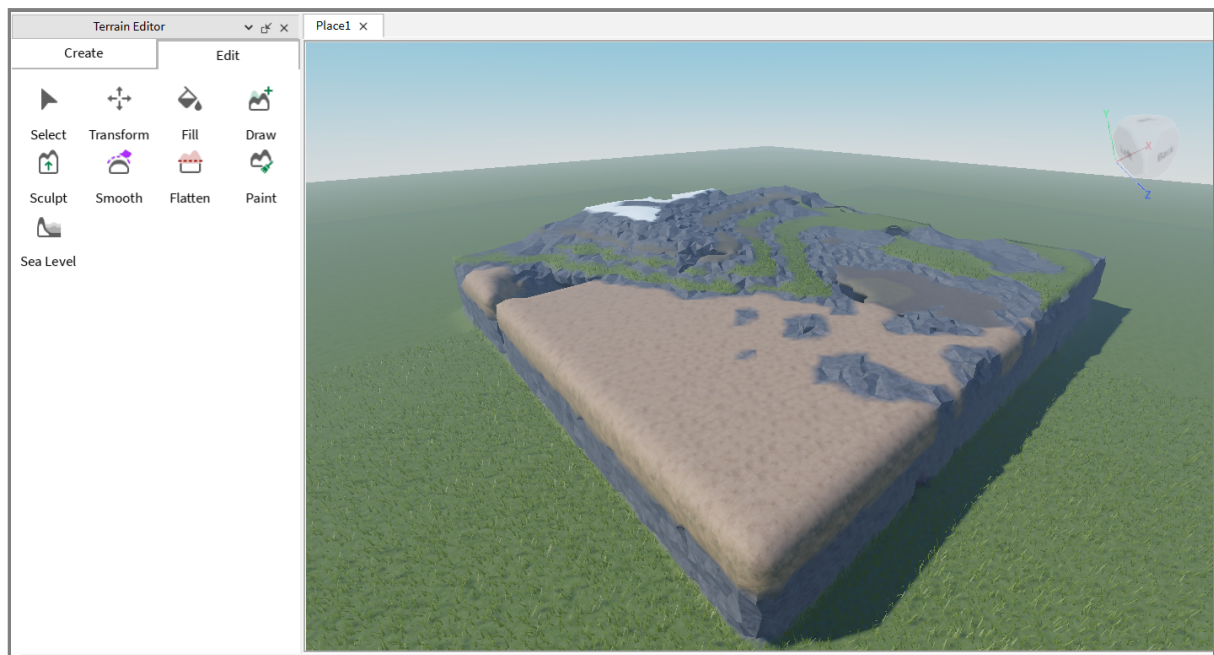
6. Click and drag the **Blue**, **Red** and **Green** ball to adjust the size. **Blue** and **Red** ball is to adjust width and length while **Green** ball is to adjust height and depth. To change the position you can do it by clicking and dragging the arrow.



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.

