

IuaOrbiter Beginner Checklist

Welcome to your Lua beginner journey! This checklist tracks your skills and projects as you progress through the beginner module of IuaOrbiter.

CORE SKILLS

- ☐ Variables and Data Types (nil, boolean, number, string)
- ☐ Control Flow (if, elseif, else, for, while, repeat-until)
- ☐ Functions and Return Values
- ☐ Table Basics (arrays, dictionaries)
- ☐ Using ipairs and pairs
- ☐ Lua Scope (local vs global)
- ☐ String and Math Library Functions
- ☐ Reading and Writing Text Files
- ☐ Debugging and Error Fixing

PROJECTS

- ☐ Temperature Converter
- ☐ Rock-Paper-Scissors AI
- ☐ Text Adventure Game
- ☐ Simple File Renamer
- ☐ Basic NPC Patrol (Roblox style)
- ☐ Love2D Mini Mod (optional)

COMPLETION GOALS

- ☐ I can write clean Lua scripts from scratch

- ☐ I can use tables to represent simple data models
- ☐ I can automate basic tasks using Lua
- ☐ I feel confident moving to the Intermediate track

Print this PDF or check items off digitally as you learn.

Created by the luaOrbiter Project <https://github.com/hetfs/luaOrbiter>