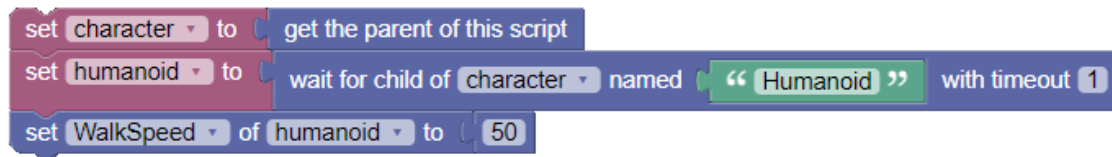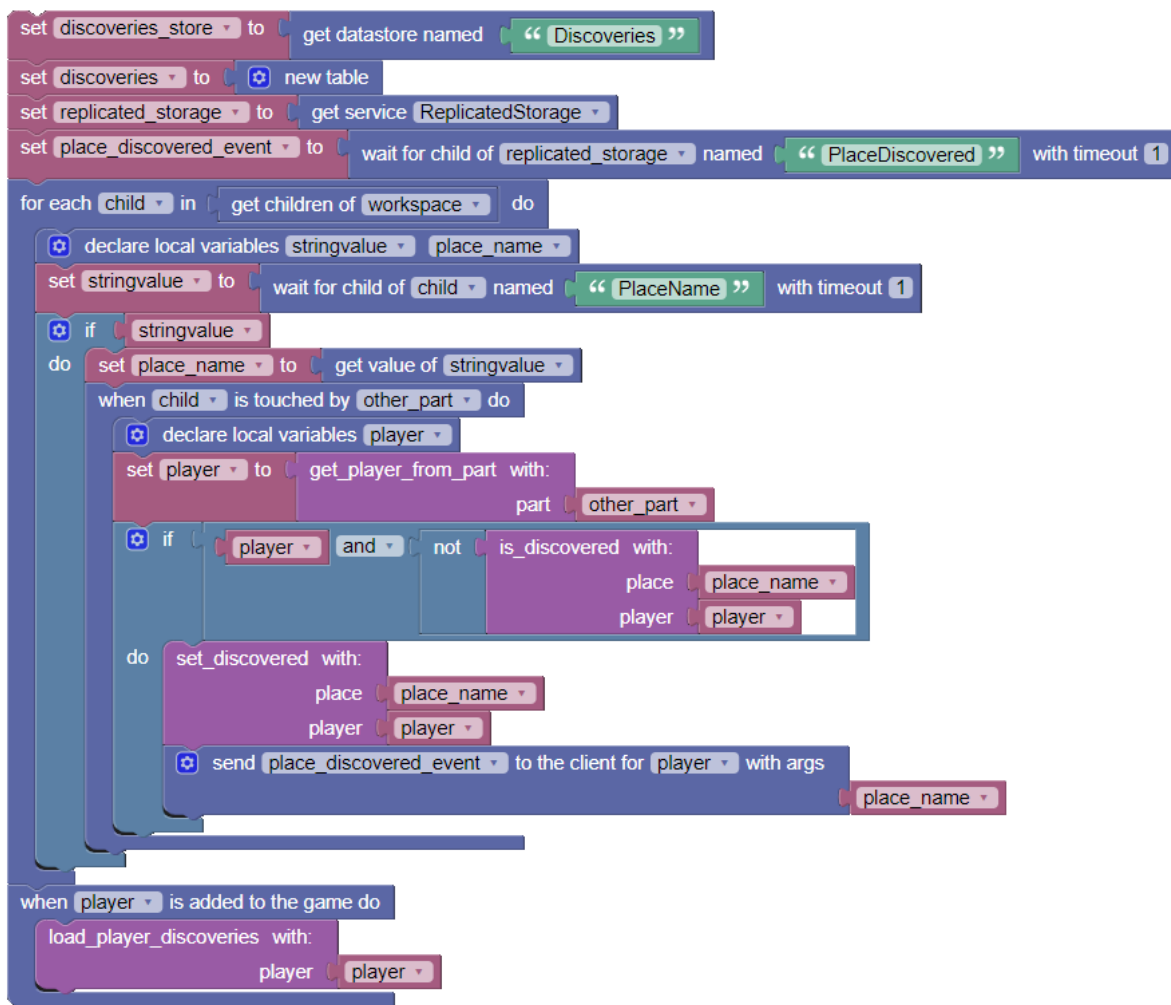This script speeds up the character to help with testing. Put in StarterCharacter object.

```
set character ▾ to    get the parent of this script
set humanoid ▾ to     wait for child of character ▾ named " Humanoid " with timeout 1
set WalkSpeed ▾ of humanoid ▾ to   50
```

Server-side PlaceNotifier script. This script will send an event to the client any time a new place is discovered. Put in ServerScriptService object.

```
set discoveries_store ▾ to    get datastore named " Discoveries "
set discoveries ▾ to    new table
set replicated_storage ▾ to    get service ReplicatedStorage ▾
set place_discovered_event ▾ to    wait for child of replicated_storage ▾ named " PlaceDiscovered " with timeout 1
for each child ▾ in    get children of workspace ▾    do
    declare local variables stringvalue ▾    place_name ▾
    set stringvalue ▾ to    wait for child of child ▾ named " PlaceName " with timeout 1
    if    stringvalue ▾
    do    set place_name ▾ to    get value of stringvalue ▾
          when child ▾ is touched by other_part ▾ do
              declare local variables player ▾
              set player ▾ to    get_player_from_part  with:
                                                 part    other_part ▾
              if    player ▾    and ▾    not    is_discovered  with:
                                                            place    place_name ▾
                                                            player    player ▾
              do    set_discovered  with:
                                 place    place_name ▾
                                 player    player ▾
                    send place_discovered_event ▾ to the client for player ▾ with args
                                                                              place_name ▾
when player ▾ is added to the game do
    load_player_discoveries  with:
                        player    player ▾
```

```
to get_player_from_part with: part
    declare local variables root  result
    set result to   nil
    set root to   get Parent of part
    for each player in   get players  do
        if    root  =    get Character of player
        do   set result to   player

                                    return  result
```

```
to set_discovered with: place, player
    declare local variables player_discoveries
    set player_discoveries to   get_player_discoveries with:
                                              player  player
    set   place   of player_discoveries to   true
    save_player_discoveries with:
                        player   player
            player_discoveries   player_discoveries
```

```
to is_discovered with: place, player
    declare local variables player_discoveries
    set player_discoveries to   get_player_discoveries with:
                                              player  player
                    return   get   place   of player_discoveries
```
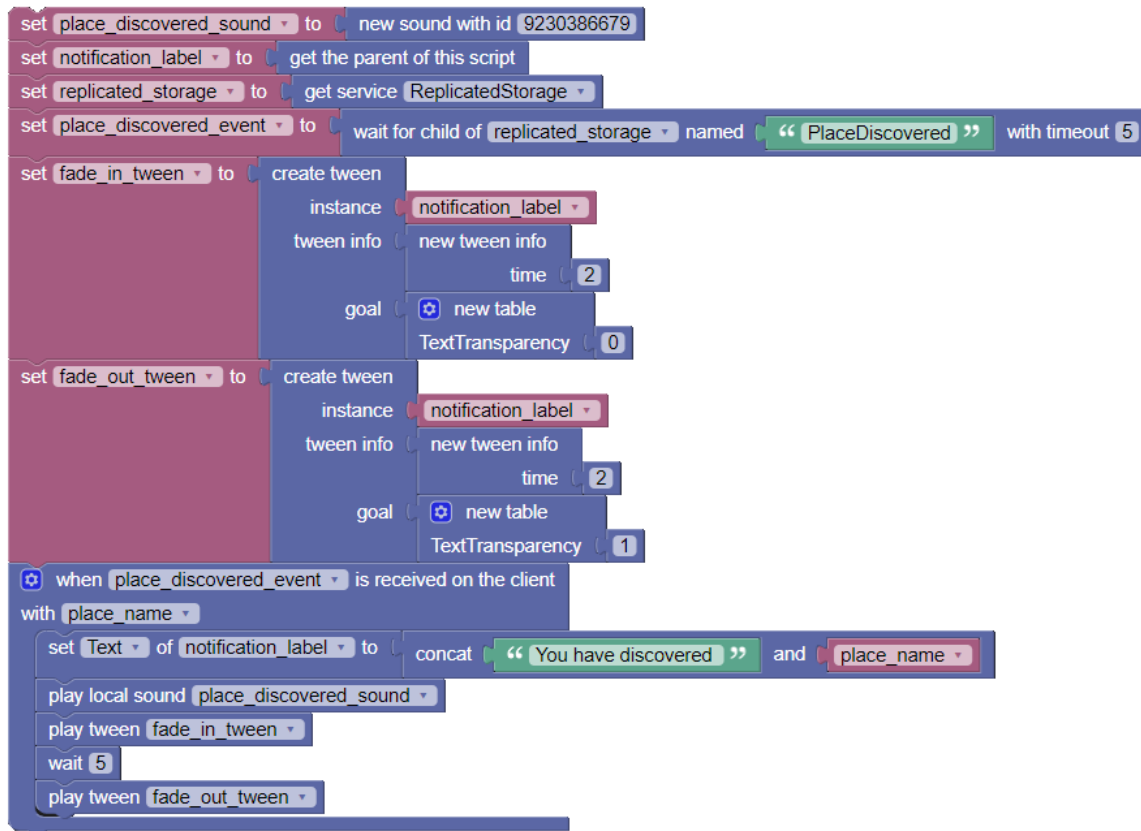
```
to get_player_discoveries with: player
    declare local variables player_discoveries
    set player_discoveries to get [ get UserId of player ] of discoveries
    if not [ player_discoveries ]
    do  set player_discoveries to [ new table ]
        set [ get UserId of player ] of discoveries to [ player_discoveries ]
    return [ player_discoveries ]


to save_player_discoveries with: player, player_discoveries
    set data [ get UserId of player ] in datastore discoveries_store to [ player_discoveries ]


to load_player_discoveries with: player
    declare local variables player_discoveries
    set player_discoveries to [ get data [ get UserId of player ] from datastore discoveries_store ]
    if not [ player_discoveries ]
    do  set player_discoveries to [ new table ]
    set [ get UserId of player ] of discoveries to [ player_discoveries ]
```

New place discovered notification display script. Place in ScreenGui/TextLabel. You'll want to change the sound id to something you own.

Other notes:

Make sure to enable api access so the datastore will work in studio:
https://developer.roblox.com/en-us/articles/Data-store

Make sure to make the sound available to the roblox experience. Go to roblox.com, navigate to Create, audio tab, select your audio file and make it available to the experience you publish to.