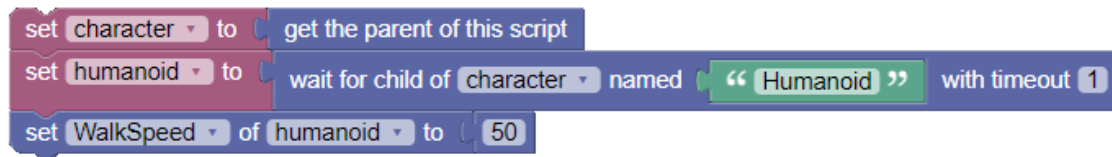


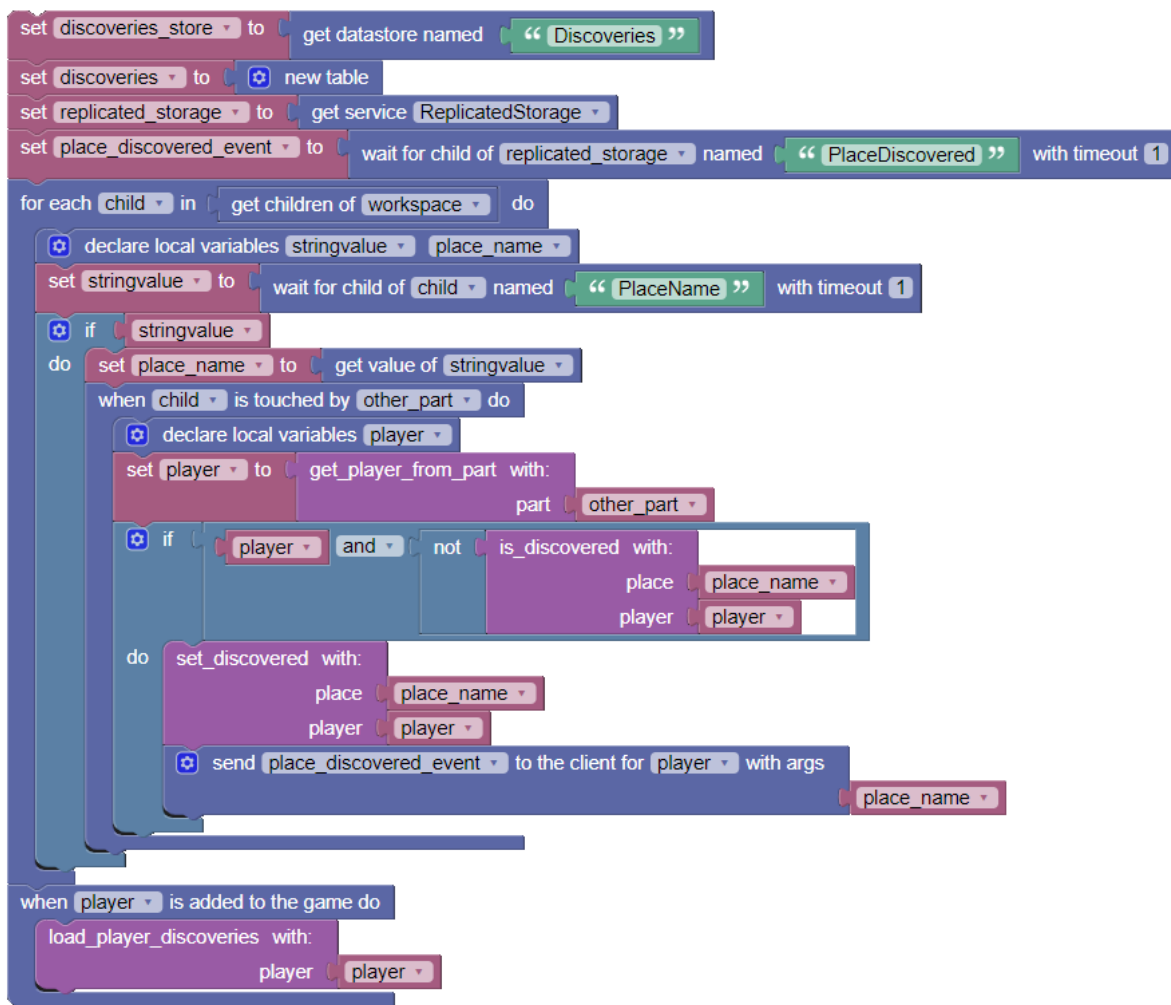
This script speeds up the character to help with testing. Put in StarterCharacter object.



```
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
```

A Scratch script for a StarterCharacter object. It consists of three blocks: 'set character to get the parent of this script', 'set humanoid to wait for child of character named "Humanoid" with timeout 1', and '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
```

A Scratch script for a ServerScriptService object. It starts with four initialization blocks: 'set discoveries\_store to get datastore named "Discoveries"', 'set discoveries to new table', 'set replicated\_storage to get service ReplicatedStorage', and 'set place\_discovered\_event to wait for child of replicated\_storage named "PlaceDiscovered" with timeout 1'. The main logic is a 'for each child in get children of workspace do' loop. Inside the loop, it declares local variables 'stringvalue' and 'place\_name', sets 'stringvalue' to 'wait for child of child named "PlaceName" with timeout 1', and checks 'if stringvalue'. If true, it enters a 'do' block where it sets 'place\_name' to 'get value of stringvalue'. Then, it has a 'when child is touched by other\_part do' block. Inside this, it declares 'player', sets 'player' to 'get\_player\_from\_part with: part other\_part', and checks 'if player and not is\_discovered with: place place\_name, player player'. If true, it enters a 'do' block where it sets 'set\_discovered with: place place\_name, player player' and sends 'send place\_discovered\_event to the client for player with args place\_name'. Finally, there is a 'when player is added to the game do' block that calls '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

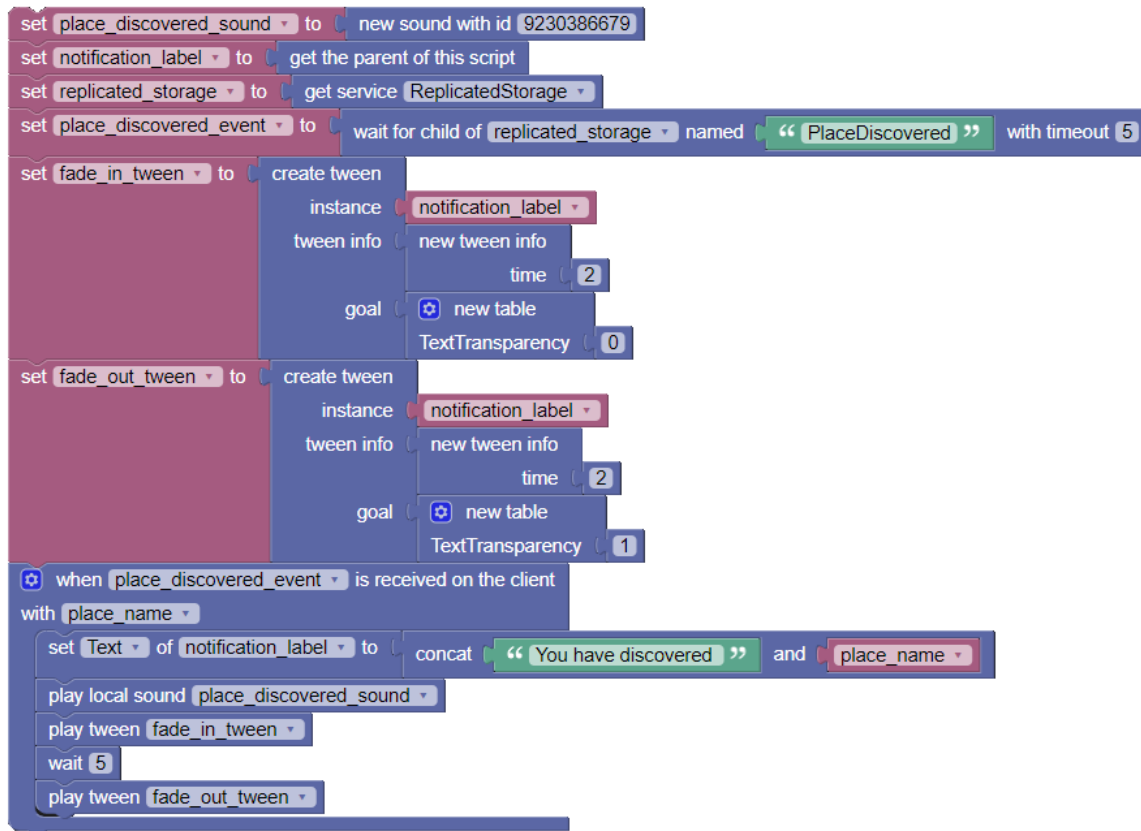
```

```
? 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
  end if
  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
  end if
  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.

