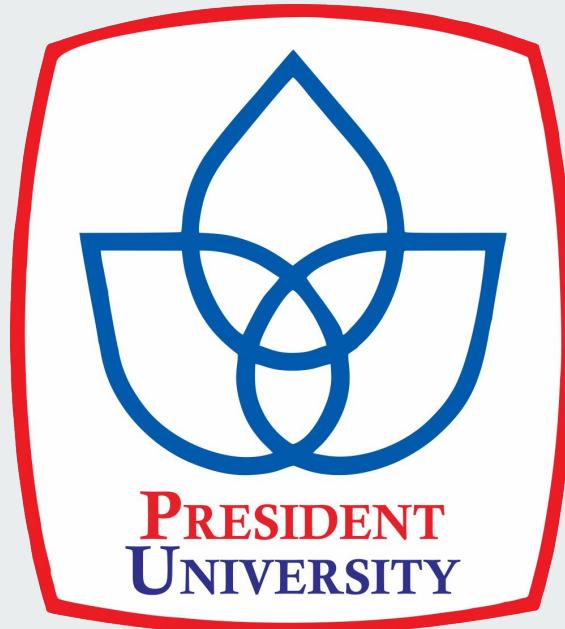

LAB MODULE

Coding & Big Data

WEEK 4



Rules of The Camping Game

1. Players must collect three logs and place them on the campfire
2. Players can only carry one log at a time
3. Players must collect one flint and one stone to start the fire
4. When the player starts the fire, they win the game

Outline

1. Creating Pickup Log
2. Implementing Leaderboards
3. Building The Firepit
4. Starting The Fire

1. Creating Pickup Log

Starter

All Templates Theme Gameplay

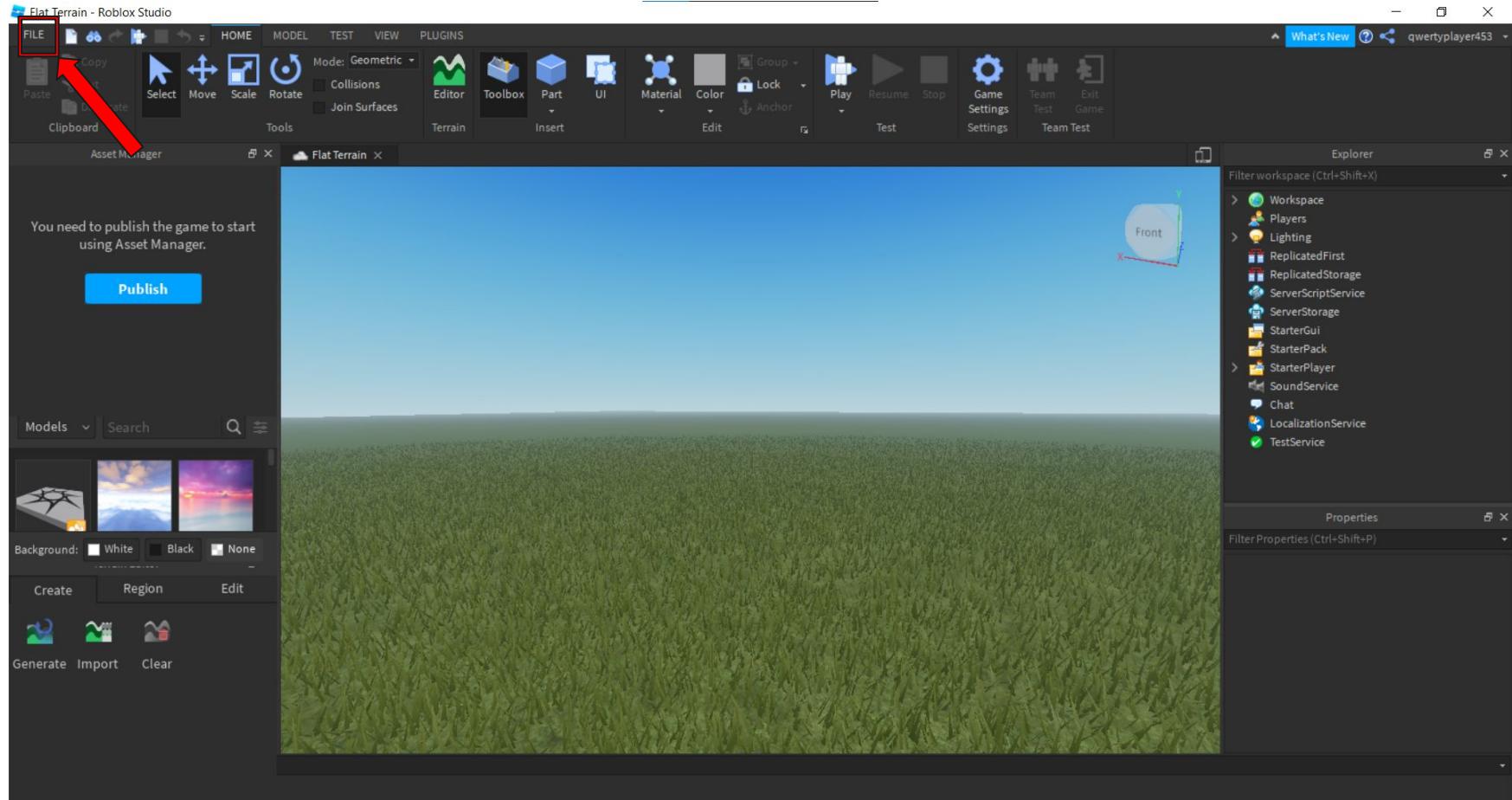
New

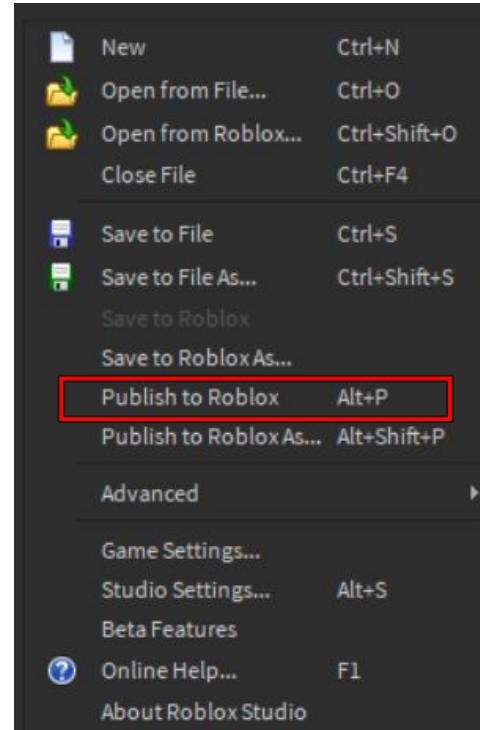
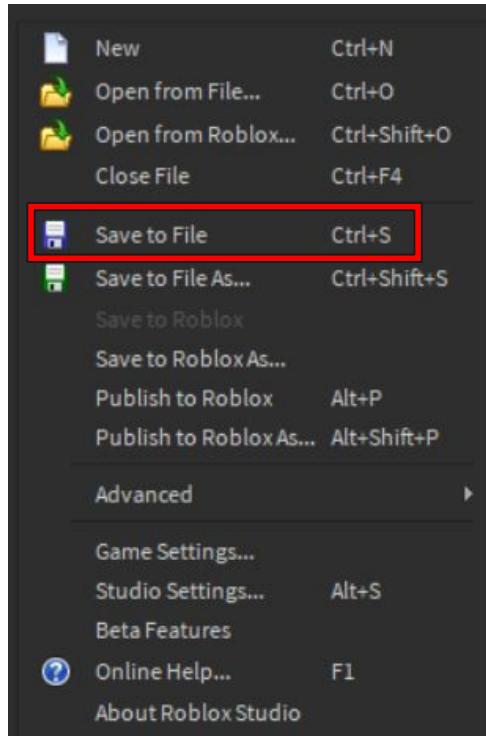
My Games

Recent

Archive

Baseplate	Classic Baseplate	Flat Terrain	Village	Castle	Suburban	Racing	Pirate Island
Western	City	Obby	Starting Place	Line Runner	Capture The Flag	Team/FFA Arena	Combat
Move It Simulator	Mansion of Wonder						





Basic Info

Basic Info

Name

Camping Game

12/50

Description

This is a camping Game|

22/1000

Creator

Me



Genre

All



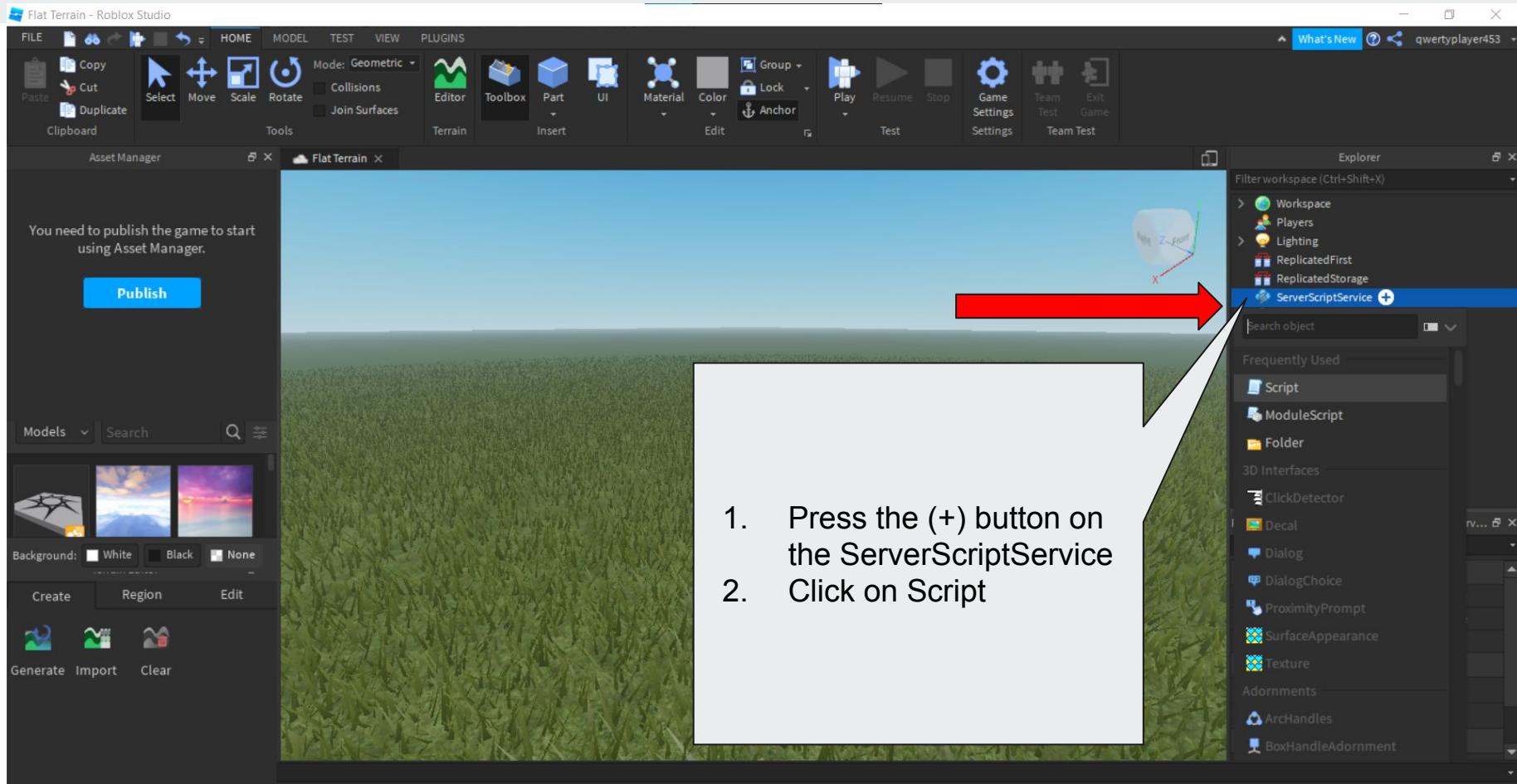
Devices

- Computer
- Phone
- Tablet
- Console

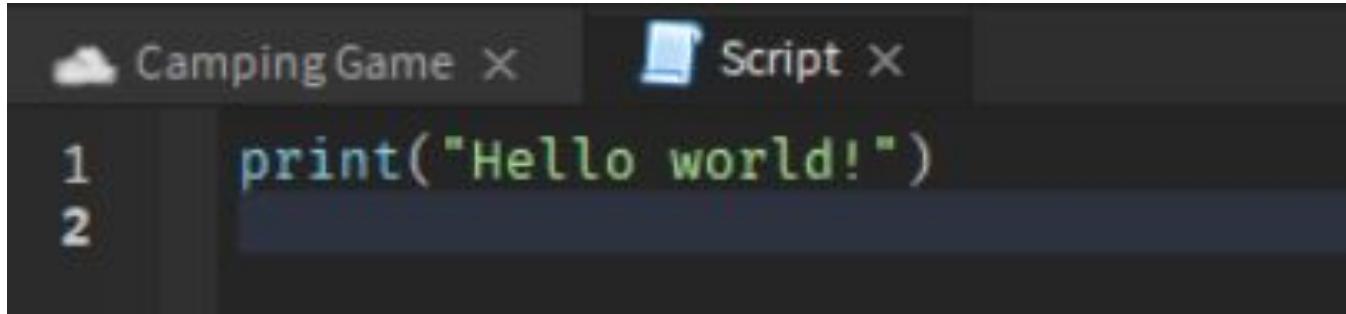
[Update existing game...](#)

Cancel

Create



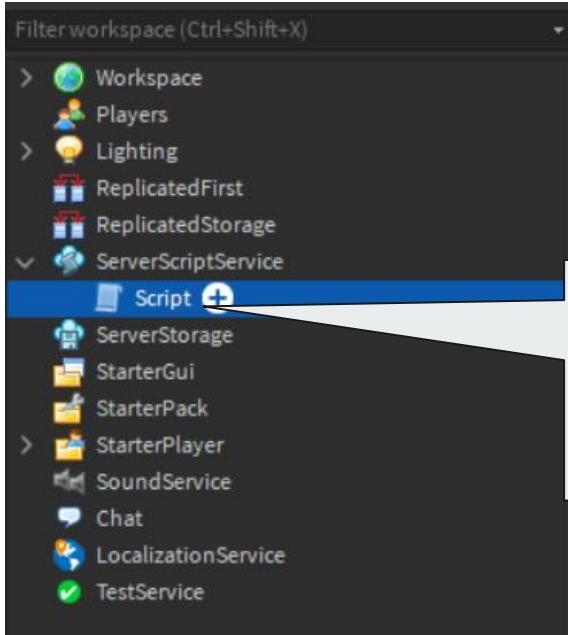
This should be shown in roblox studio
after you click the Script



A screenshot of the Roblox Studio interface. At the top, there are two tabs: "Camping Game" and "Script". The "Script" tab is active, indicated by its bolded text and a blue icon. Below the tabs, the script editor window displays the following code:

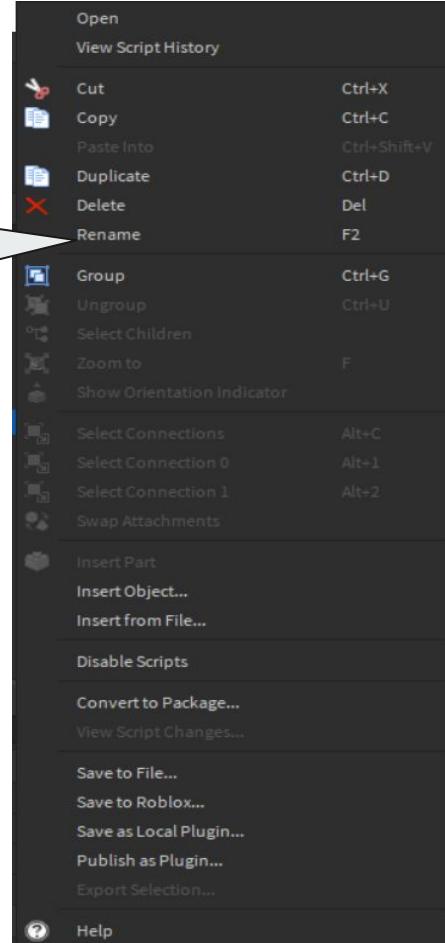
```
1 print("Hello world!")
2
```

Rename the file



1. Right Click
this

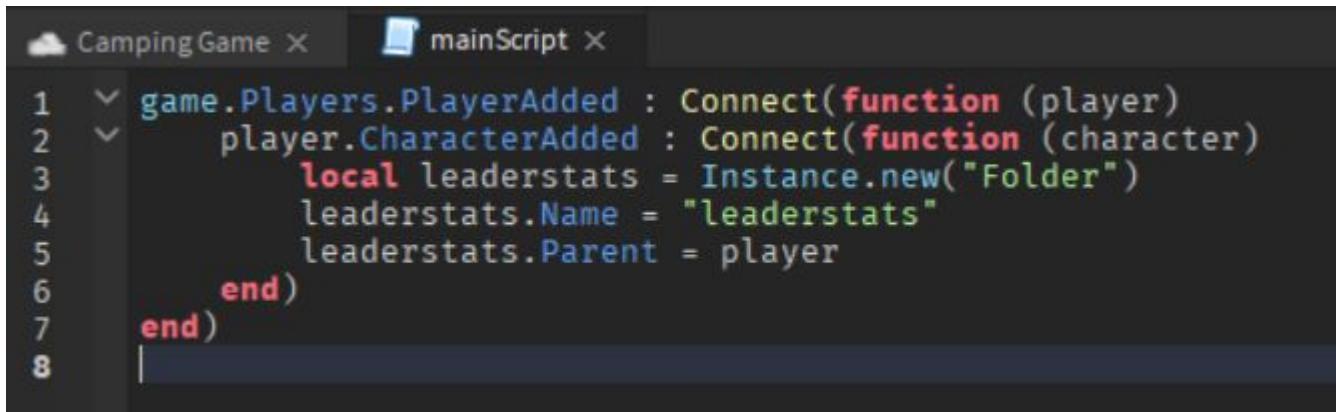
2. Click on
rename
3. Change the
Script file into
“mainScript”



Add the following code to mainScript:

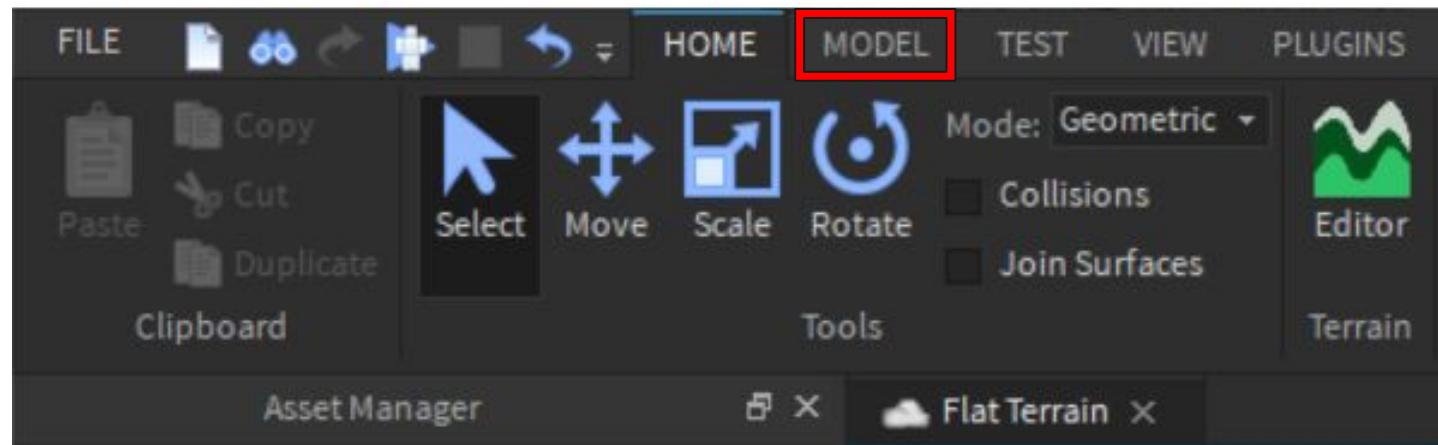
```
game.Players.PlayerAdded : Connect(function (player)
    player.CharacterAdded : Connect(function (character)
        local leaderstats = Instance.new("Folder")
        leaderstats.Name = "leaderstats"
        leaderstats.Parent = player
    end)
end)
```

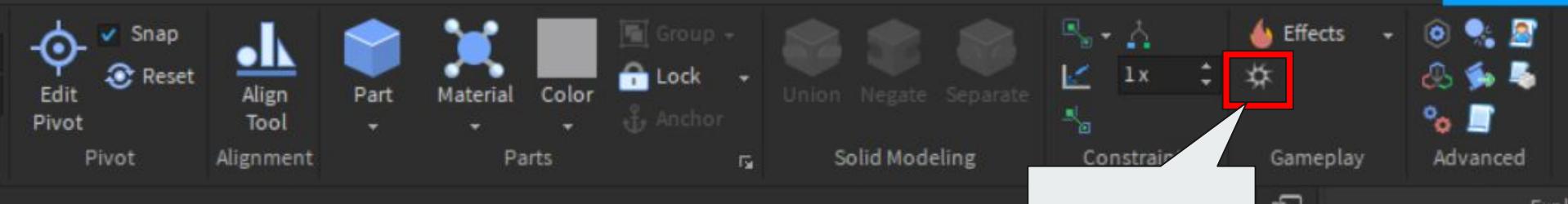
Your mainScript should look like this:



The screenshot shows a game development environment with a script titled "mainScript". The script code is as follows:

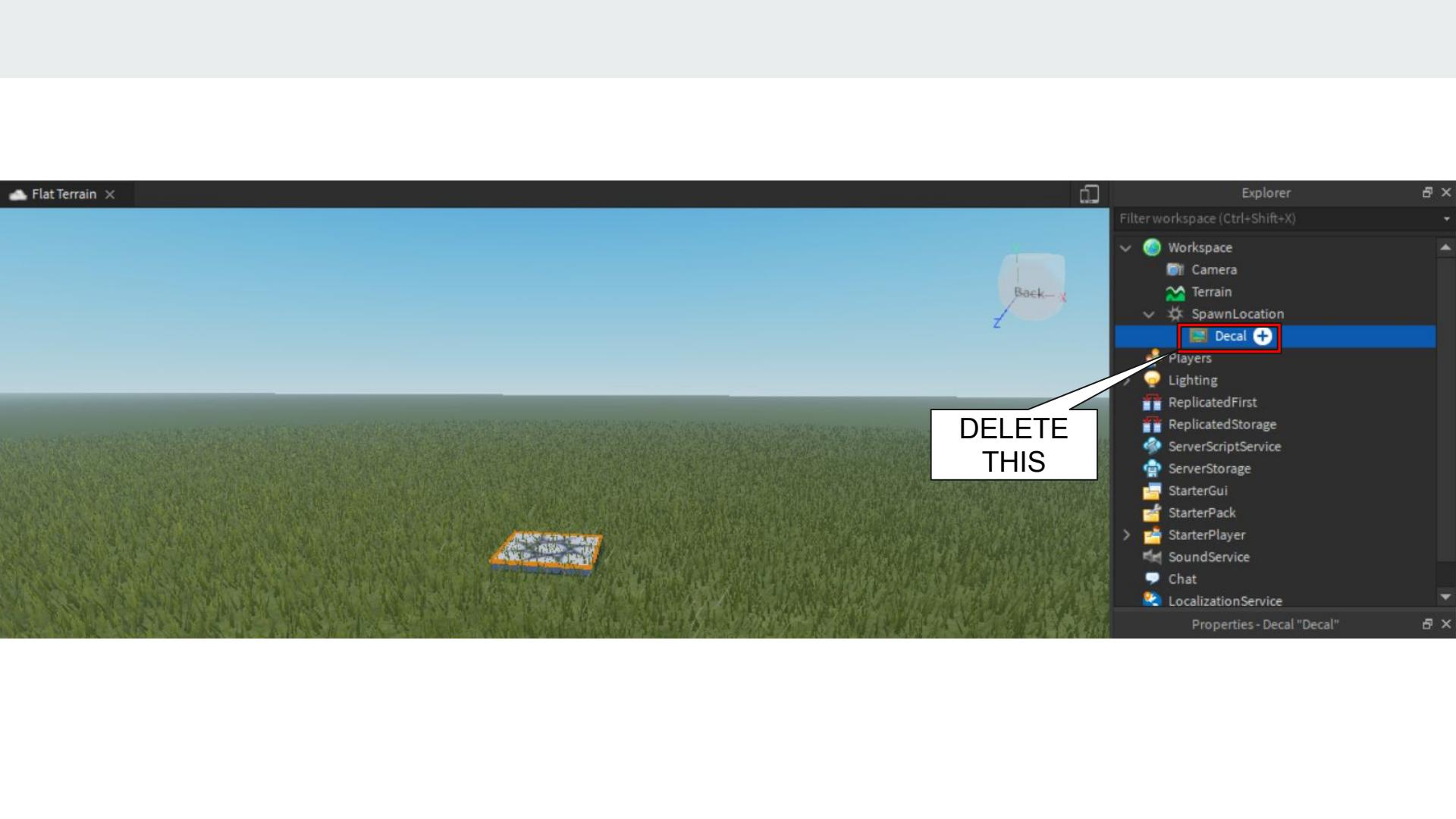
```
1  game.Players.PlayerAdded : Connect(function (player)
2    player.CharacterAdded : Connect(function (character)
3      local leaderstats = Instance.new("Folder")
4      leaderstats.Name = "leaderstats"
5      leaderstats.Parent = player
6    end)
7  end)
8  |
```





CLICK HERE





DELETE
THIS

Filter workspace (Ctrl+Shift+X)	
Workspace	Camera
Terrain	SpawnLocation
Decal	Players
	Lighting
	ReplicatedFirst
	ReplicatedStorage
	ServerScriptService
	ServerStorage
	StarterGui
	StarterPack
	StarterPlayer
	SoundService
	Chat
	LocalizationService

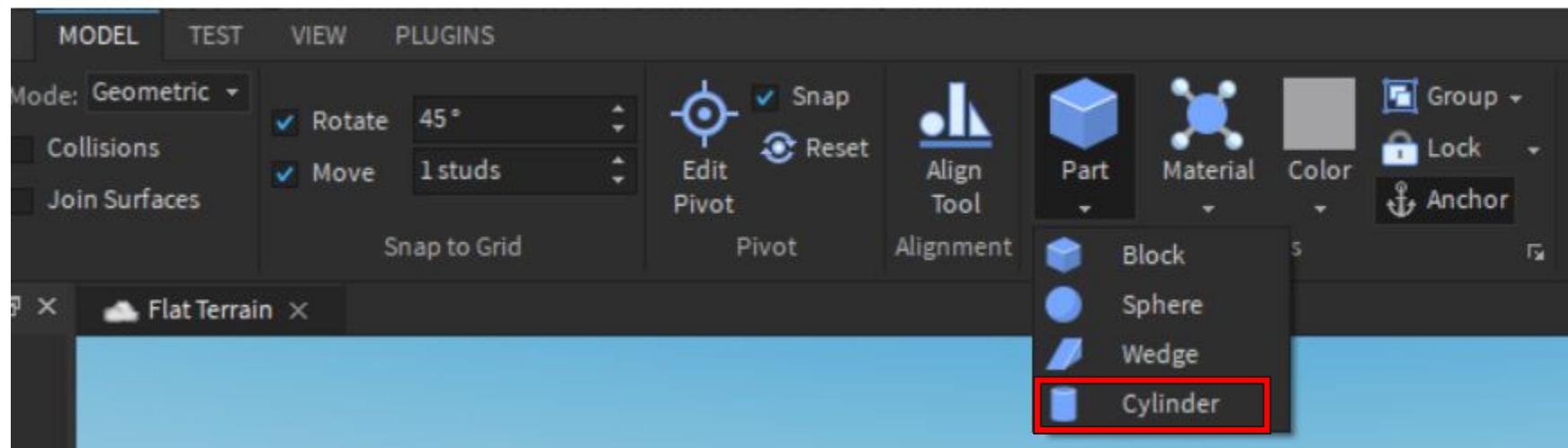
Properties - Decal "Decal"

Filter workspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation**
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- ServerStorage
- StarterGui
- StarterPack
- StarterPlayer
- SoundService

CLICK THE “SpawnLocation”
SET THE TRANSPARENCY
TO 1

Color	[163, 162, 165] (Medium Gray)
Material	Plastic
Reflectance	0
Transparency	0
Data	
CenterOfMass	0, 0, 0





—

—



Filter workspace (Ctrl+Shift+F)

- Workspace
- Camera
- Terrain
- SpawnLocation
- Part**
- Players
- > Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- ServerStorage
- StarterGui
- StarterPack

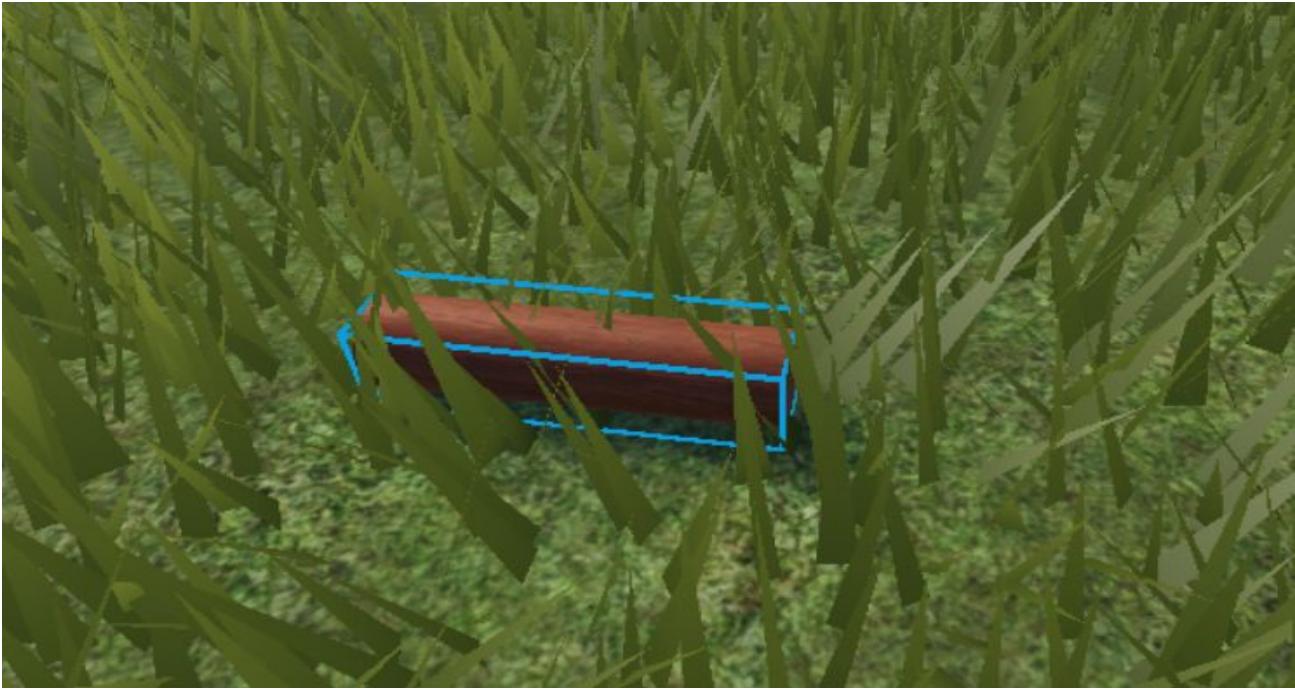
1. CLICK "Part"
2. Go to Material
3. Click dropdown
4. Click WoodPlanks

APP

Brick	Medium stone grey
Car window	<input checked="" type="checkbox"/>
Color	[163.162.165] (Medium stone grey)
Material	Plastic
Reflectance	Marble
Transparency	Metal

Data

- Pebble
- Plastic
- Sand
- Slate
- SmoothPlastic



BrickColor	Rust
CastShadow	<input checked="" type="checkbox"/>
Color	[143, 76, 42] (Rust)

Filterworkspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation
- Part**
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- ServerStorage
- StarterGui

1. CLICK “Part”
2. Go to BrickColor
3. Click the square
4. Choose any color
(mine's rust)

Filter Properties (Shift+P)

BrickColor Medium stone grey

CastShadow

Color [163, 162, 165] (Medium stone grey)

Material WoodPlanks

Reflectance 0

Transparency 0

Data

1. Scroll down
2. Find CanCollide
3. Uncheck it
4. Go to Anchored
5. Check it

The screenshot shows the Roblox Studio interface with the Explorer and Properties panels open.

Explorer Panel:

- Workspace
- Camera
- Terrain
- SpawnLocation
- Part** (selected)
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- mainScript
- ServerStorage
- StarterGui

Properties Panel - Part "Part":

Collision	CanCollide	<input type="checkbox"/>
	CanQuery	<input checked="" type="checkbox"/>
	CanTouch	<input checked="" type="checkbox"/>
	CollisionGroupId	0
Part	Anchored	<input checked="" type="checkbox"/>
	CenterOfMass	0, 0, 0
	CustomPhysicalPr...	<input type="checkbox"/>
	Mass	1.1

Filter workspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation
- Part 

Search object

Frequently Used

- Script
- Decal
- Texture
- ClickDetector
- ProximityPrompt
- PointLight
- SurfaceGui

3D Interfaces

- ClickDetector
- Decal
- Dialog
- DialogChoice
- ProximityPrompt
- SurfaceAppearance

Massless

1. Click the (+) button in part
2. Click script

**Name the script
“logScript”, and
add the following
code:**

```
local log = script.Parent
local db = true

log.Touched:Connect(function(hit)
    local char = hit.Parent
    local hum = char:FindFirstChild("Humanoid")

    if db and hum then
        db = false
        local plr = game.Players:FindFirstChild(char.Name)
        local pStats = plr:WaitForChild("leaderstats")

        log.Transparency = 1

        wait(3)
        log.Transparency = 0
        db = true
    end
end)
```

Your logScript should look like this

```
Session.rbxl × LogScript ×

1 local log = script.Parent
2 local db = true
3
4 log.Touched:Connect(function(hit)
5     local char = hit.Parent
6     local hum = char:FindFirstChild("Humanoid")
7
8     if db and hum then
9         db = false
10        local plr = game.Players:FindFirstChild(char.Name)
11        local pStats = plr:WaitForChild("leaderstats")
12        log.Transparency = 1
13
14        wait(3)
15        log.Transparency = 0
16        db = true
17
18    end
19 end)
```

2. Implementing Leaderboards

Add the following code to mainScript:

```
local plrLogCount = Instance.new("IntValue")
plrLogCount.Name = "LogCount"
plrLogCount.Value = 0
plrLogCount.Parent = leaderstats

-- PLAYER VARS --
local playerVars = Instance.new("Folder")
playerVars.Name = "PlayerVars"
playerVars.Parent = player
```

Add the following code to mainScript(cont'd):

```
local plrHasLog = Instance.new("BoolValue")
plrHasLog.Name = "HasLog"
plrHasLog.Value = false
plrHasLog.Parent = playerVars
```

```
camping_0.3.rbxl x mainScript x
1   game.Players.PlayerAdded:Connect(function(player)
2     player.CharacterAdded:Connect(function(character)
3
4       -- LEADERSTATS FOLDER --
5       local leaderstats = Instance.new("Folder")
6       leaderstats.Name = "leaderstats"
7       leaderstats.Parent = player
8
9       local plrLogCount = Instance.new("IntValue")
10      plrLogCount.Name = "LogCount"
11      plrLogCount.Value = 0
12      plrLogCount.Parent = leaderstats
13
14      -- PLAYER VARS --
15      local playerVars = Instance.new("Folder")
16      playerVars.Name = "PlayerVars"
17      playerVars.Parent = player
18
19      local plrHasLog = Instance.new("BoolValue")
20      plrHasLog.Name = "HasLog"
21      plrHasLog.Value = false
22      plrHasLog.Parent = playerVars
23
24
25    end)
26  end)
```

Your
mainScript
should look
like this



Chat '/?' or '/help' for a list of chat commands.



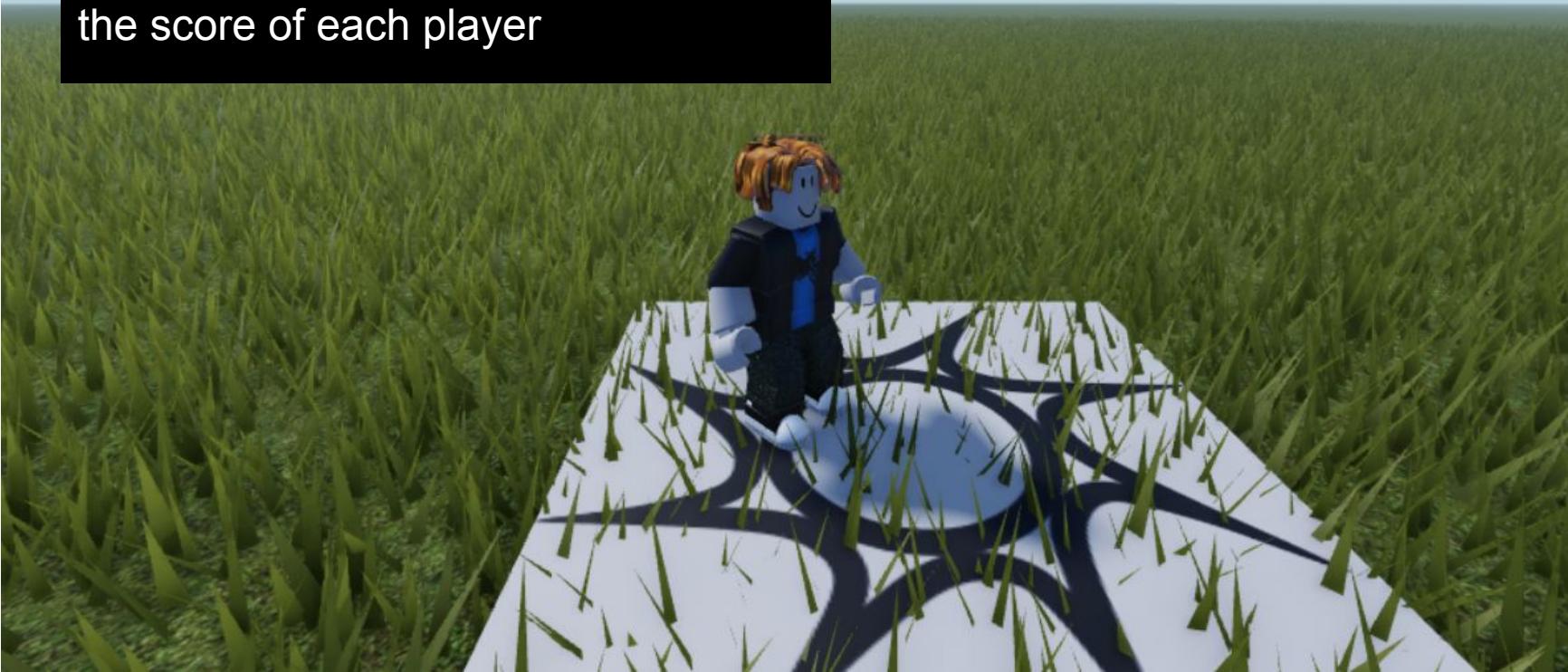
People

LogCount

nevermore2777

0

In the Leaderboard, you can see that there is a LogCount column to store the score of each player



Add the following code to logScript:

```
local pVars = plr:WaitForChild("PlayerVars")
local pLogCount = pStats:FindFirstChild("LogCount")
local pHsLog = pVars:FindFirstChild("HasLog")
```

Add the following code to logScript:

```
if pHasLog.Value == false then
    pHasLog.Value = true
    pLogCount.Value = pLogCount.Value + 1
    log.Transparency = 1
    wait(3)
    log.Transparency = 0
    db = true
else
    print(plr.Name.. " you already have a log!" )
    db = true
end
```

```
camping_0.4.rbxl × logScript ×
```

```
1 local log = script.Parent
2 local db = true
3
4    log.Touched:Connect(function(hit)
5        local char = hit.Parent
6        local hum = char:FindFirstChild("Humanoid")
7
8        if db and hum then
9            db = false
10
11            local plr = game.Players:FindFirstChild(char.Name)
12
13            local pStats = plr:WaitForChild("leaderstats")
14            local pVars = plr:WaitForChild("PlayerVars")
15            local pLogCount = pStats:FindFirstChild("LogCount")
16            local pHasLog = pVars:FindFirstChild("HasLog")
17
18            if pHasLog.Value == false then
19                pHasLog.Value = true
20                pLogCount.Value = pLogCount.Value + 1
21                log.Transparency = 1
22                wait(3)
23                log.Transparency = 0
24                db = true
25            else
26                print(plr.Name.." you already have a log!")
27                db = true
28            end
29
30        end
31    end)
```

Your
logScript
should
look like
this



Chat '/?' or '/help' for a list of chat commands.

People

LogCount

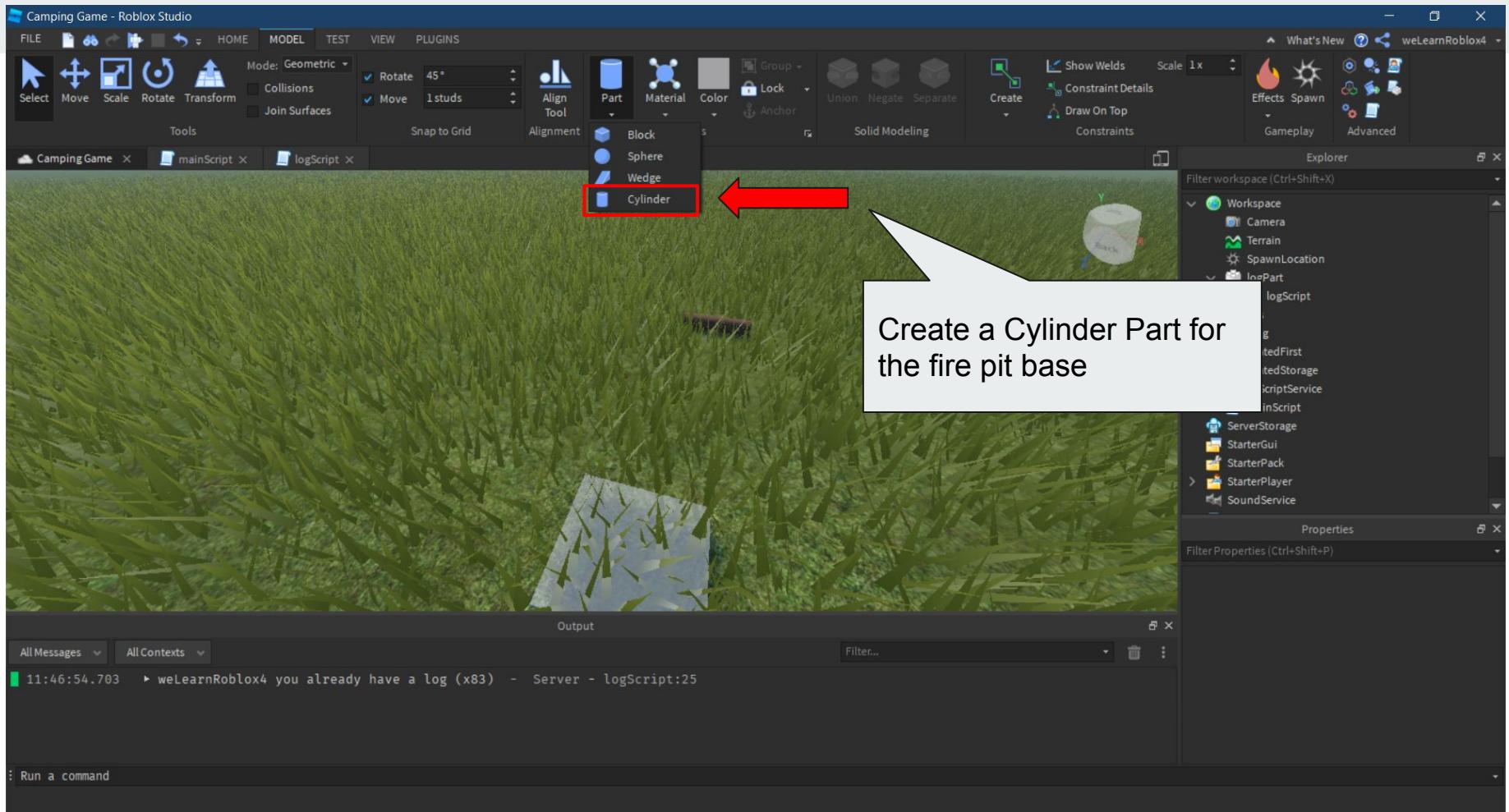
nevermore2777

1

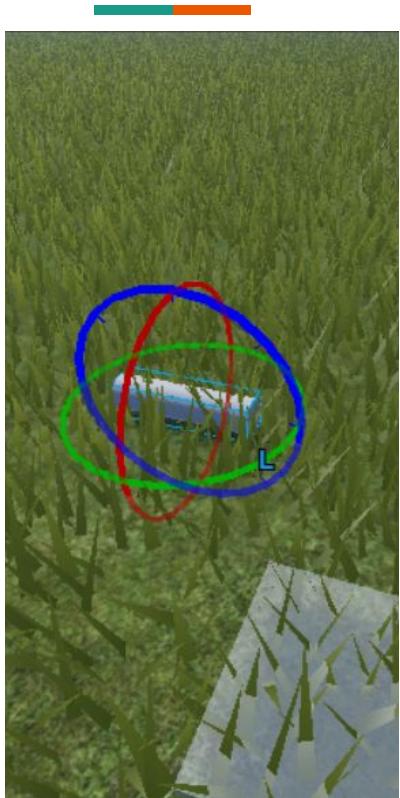
In the Leaderboard, you can see that there is a LogCount column has changed to 1



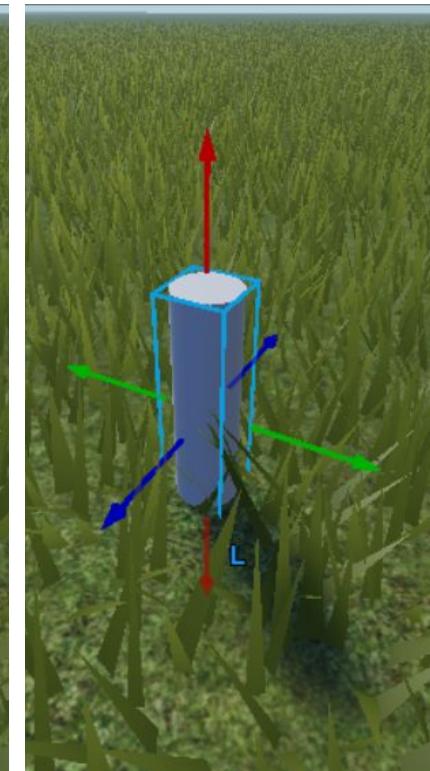
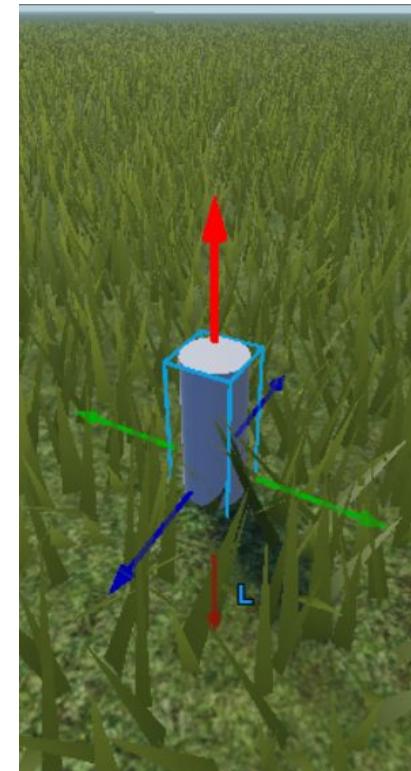
3. Building The Firepit



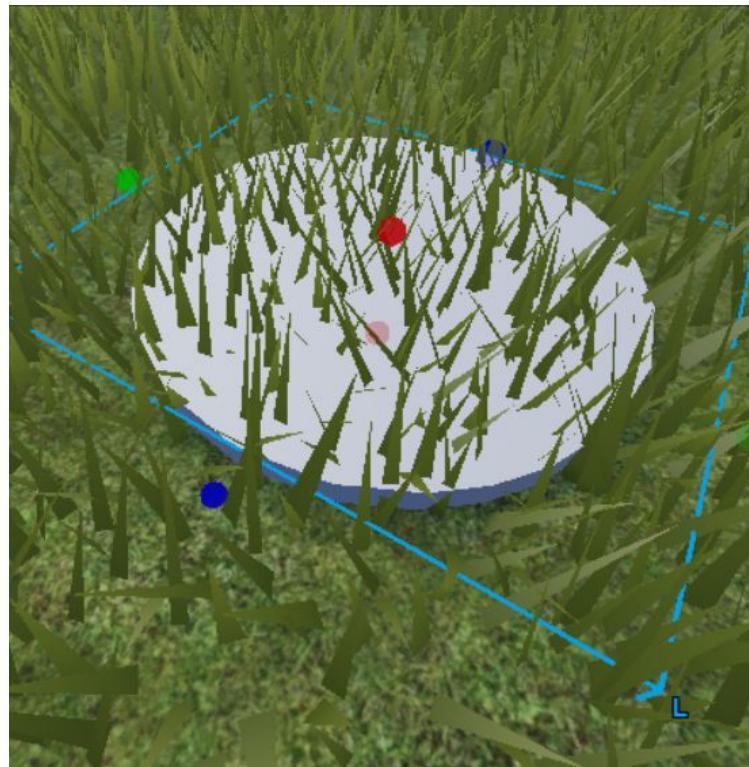
Rotate the cylinder until facing up

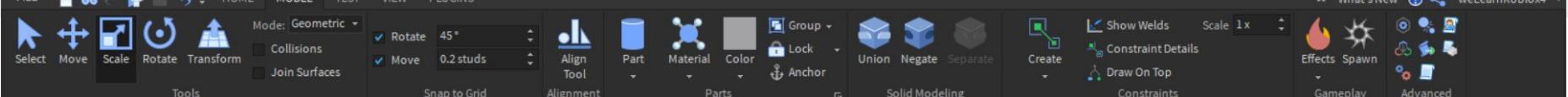


Move up a bit the cylinder



Scale the cylinder until looks like this





Camping Game x mainScript x logScript x

Rename the part
into “base”

Filter workspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation
- base** (highlighted)
- logPart
- logScript
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- mainScript
- ServerStorage
- StarterGui
- StarterPack
- StarterPlayer

Properties - Part "Part"

Filter Properties (Ctrl+Shift+P)

Appearance

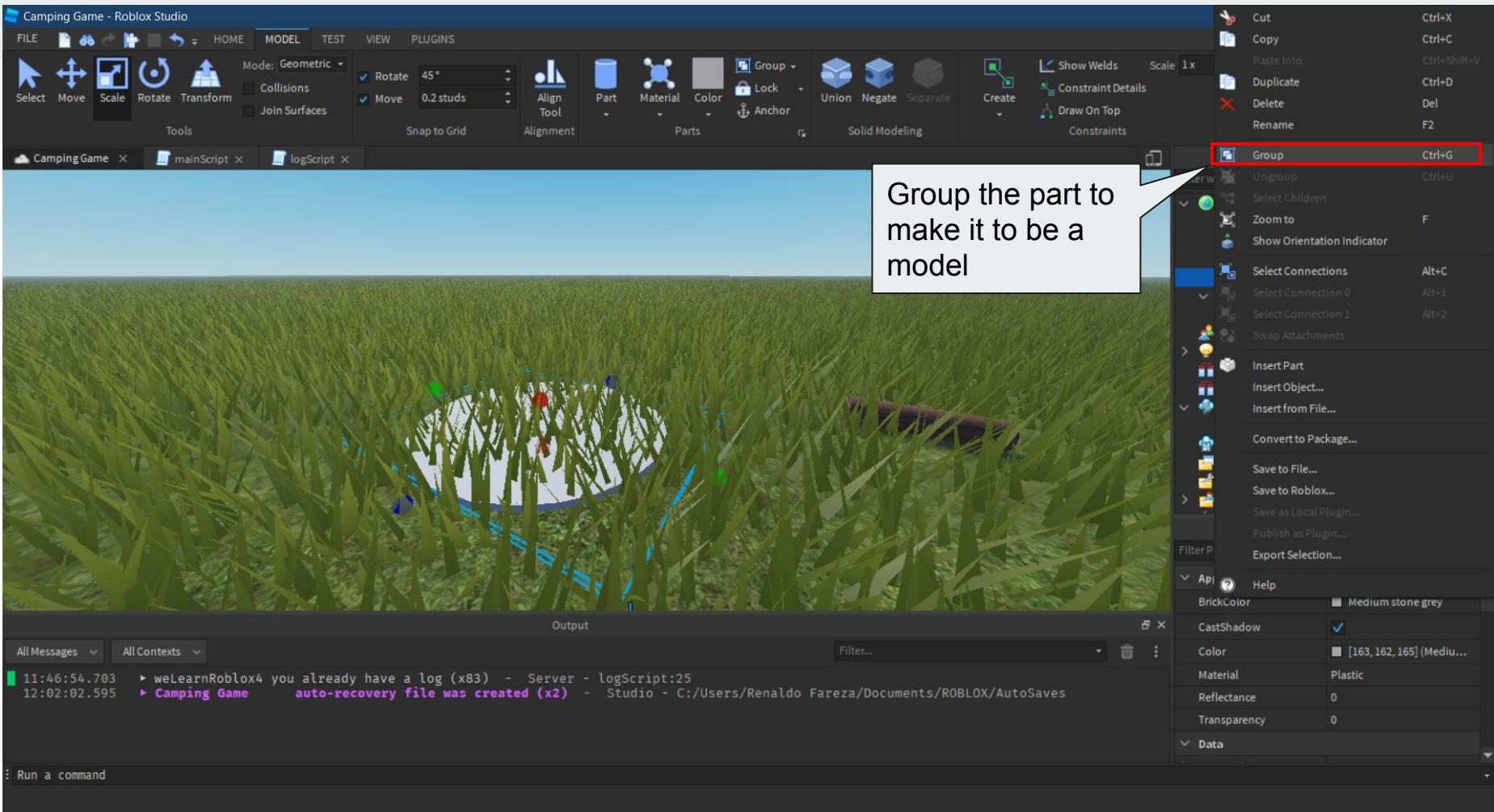
BrickColor	Medium stone grey
CastShadow	<input checked="" type="checkbox"/>
Color	[163, 162, 165] (Medium stone grey)
Material	Plastic
Reflectance	0
Transparency	0

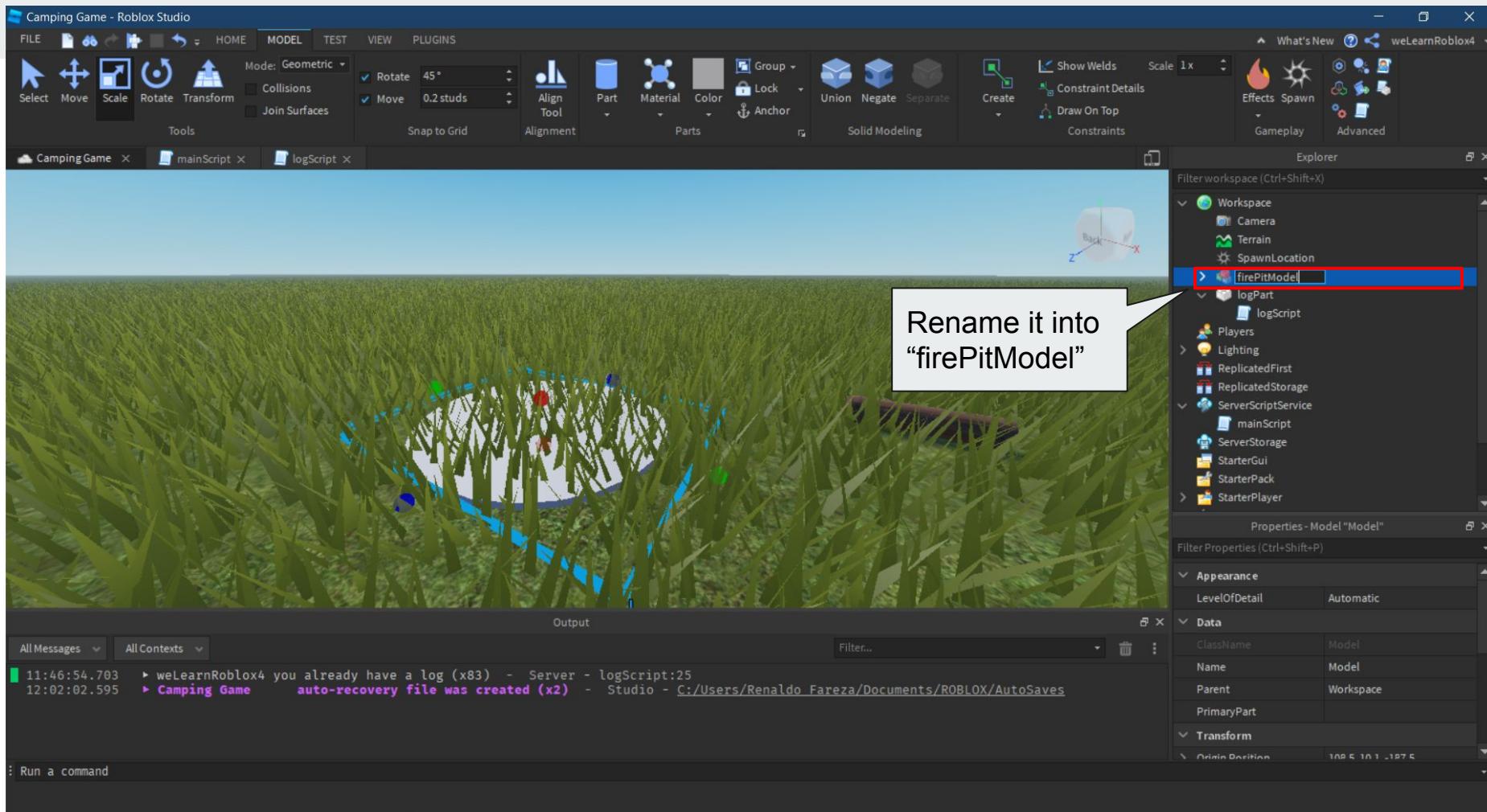
Data

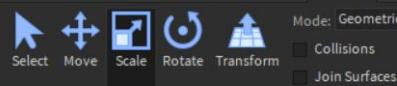
All Messages All Contexts

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x2) - Studio - C:/Users/Renaldo Fareza/Documents/ROBLOX/AutoSaves

Run a command







Tools

Mode: Geometric

- Collisions
- Join Surfaces

Snap to Grid

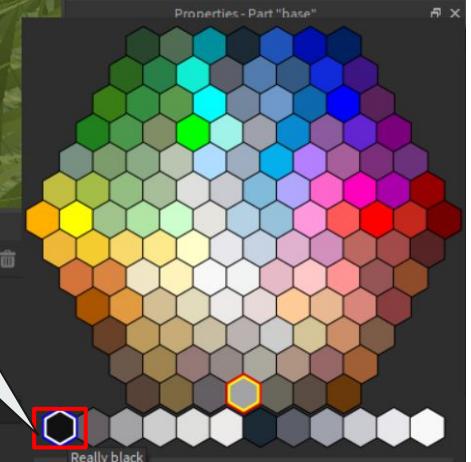
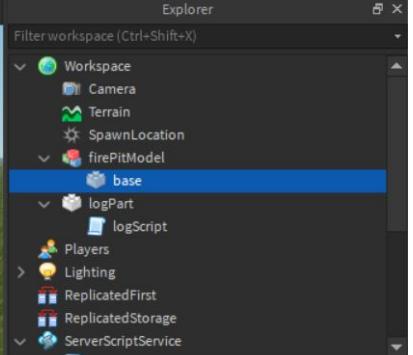
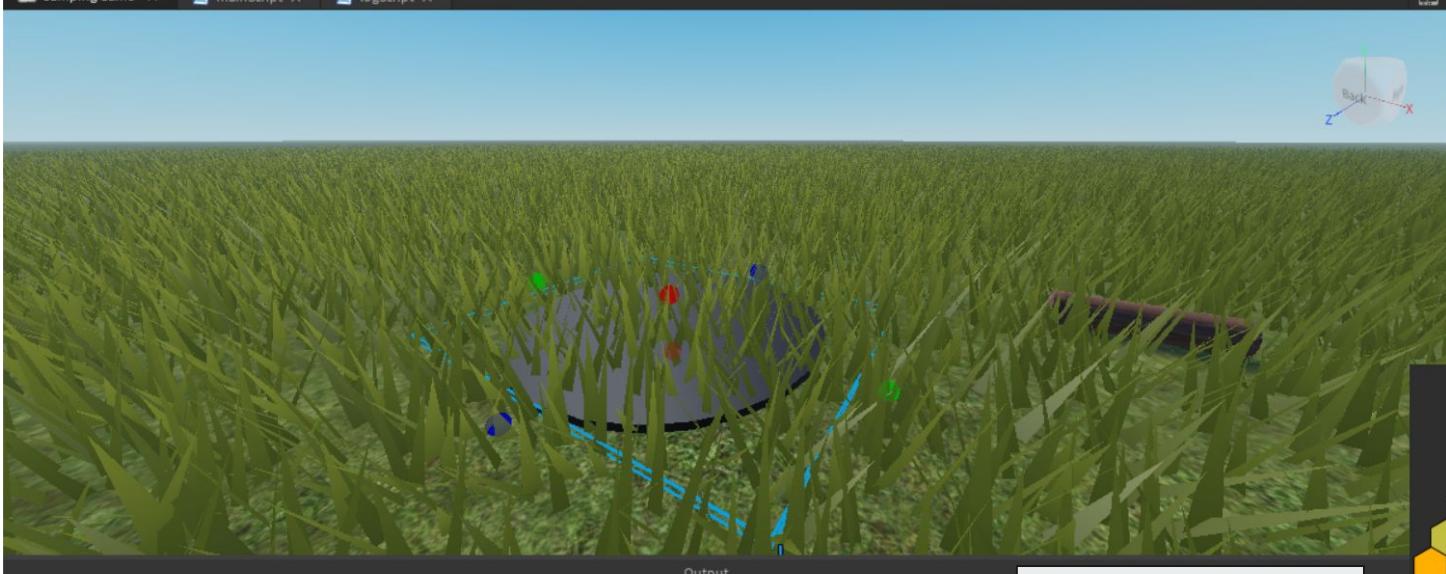
Alignment

Parts

Solid Modeling

Constraints

Camping Game x mainScript x logScript x



Change the color of “base” to be black in properties menu

All Messages All Contexts

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x2) - Studio - C:/Users/Renaldo F...

Run a command

Camping Game - Roblox Studio

FILE HOME MODEL TEST VIEW PLUGINS

Mode: Geometric
Collisions
Join Surfaces

Select Move Scale Rotate Transform

Align Tool Part Material Color Group Lock Union Negate Separate Create

Snap to Grid Alignment Parts Solid Modeling Constraints

Show Welds Scale 1x Constraint Details Draw on Top

Effects Spawn

Gameplay Advanced

Camping Game mainScript logScript

Filter workspace (Ctrl+Shift+X)

- Workspace Camera Terrain SpawnLocation
- firePitModel
 - base
 - logPart
 - logScript
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService

Properties - Part "base"

Material Granite

BrickColor [Really black] CastShadow Transparency

Color [17, 17, 17] (Really black) Reflectance

Filter Properties (Ctrl+Shift+P)

Appearance

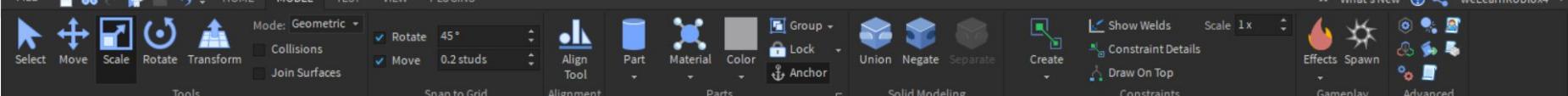
Output

All Messages All Contexts

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x2) - Studio - C:/Users/Renaldo Fareza/Do

Run a command

Change the material of “base” to be granite



Make sure the behaviour in the properties looks like this

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x2) - Studio - C:/Users/Renaldo Fareza/Documents/ROBLOX/AutoSaves

Run a command

Mode: Geometric
Collisions
Join SurfacesRotate 45°
Move 0.2 studs
Align Tool
Part
Material
Color
Group
Lock
Union
Negate
Separate
CreateScale 1x
Show Welds
Constraint Details
Anchor
Draw On Top
Solid Modeling
ConstraintsWhat's New weLearnRoblox4
Effects Spawn
Gameplay Advanced

Camping Game x mainScript x logScript x



To make a fire pit we need to duplicate the logPart. Basically, we need 3 log for the fire pit.

Filter workspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation
- firePitModel
- base
- logPart** +
- logScript
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService

Properties - Part "logPart"

Pivot Offset Orientation: 0,0,0

Behavior

Anchored	<input checked="" type="checkbox"/>
Archivable	<input checked="" type="checkbox"/>
CanCollide	<input type="checkbox"/>
CanTouch	<input checked="" type="checkbox"/>
CollisionGroupId	0
Locked	<input type="checkbox"/>
Massless	<input type="checkbox"/>
ResizableFaces	Right, Top, Back, Left, Bottom
ResizeIncrement	1

All Messages All Contexts

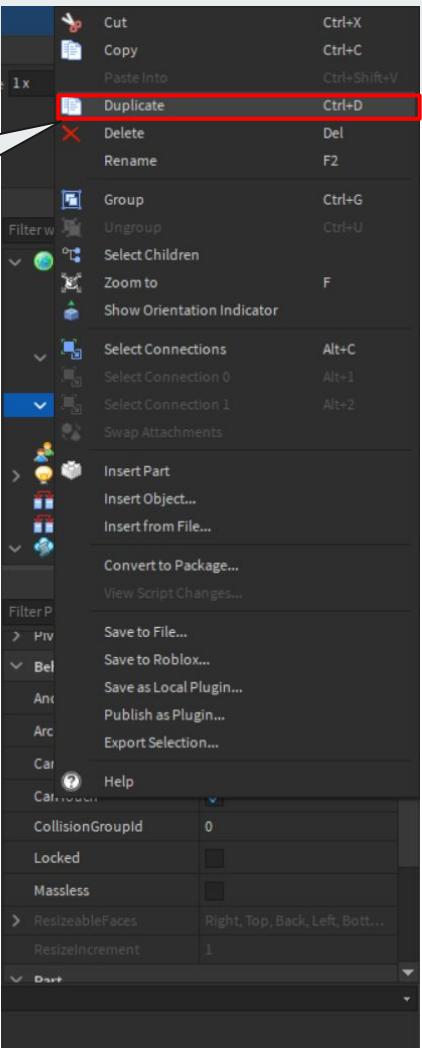
Filter...

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x3) - Studio - C:/Users/Renaldo Fareza/Documents/ROBLOX/AutoSaves

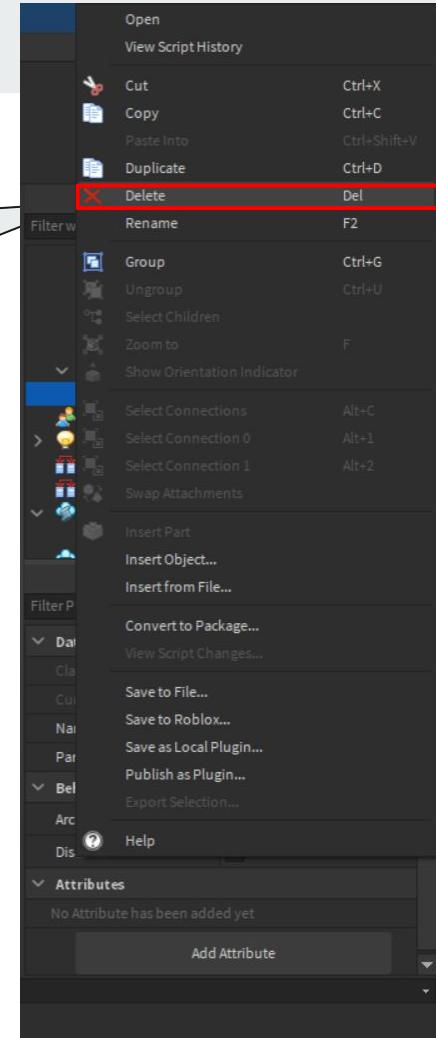
Run a command

Camping Game auto-recovery file was created

The way to duplicate it, just right click on the logPart and click on “duplicate”



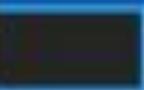
Remove the “logPartScript”
because we don’t need at the
fire pit by right click the item



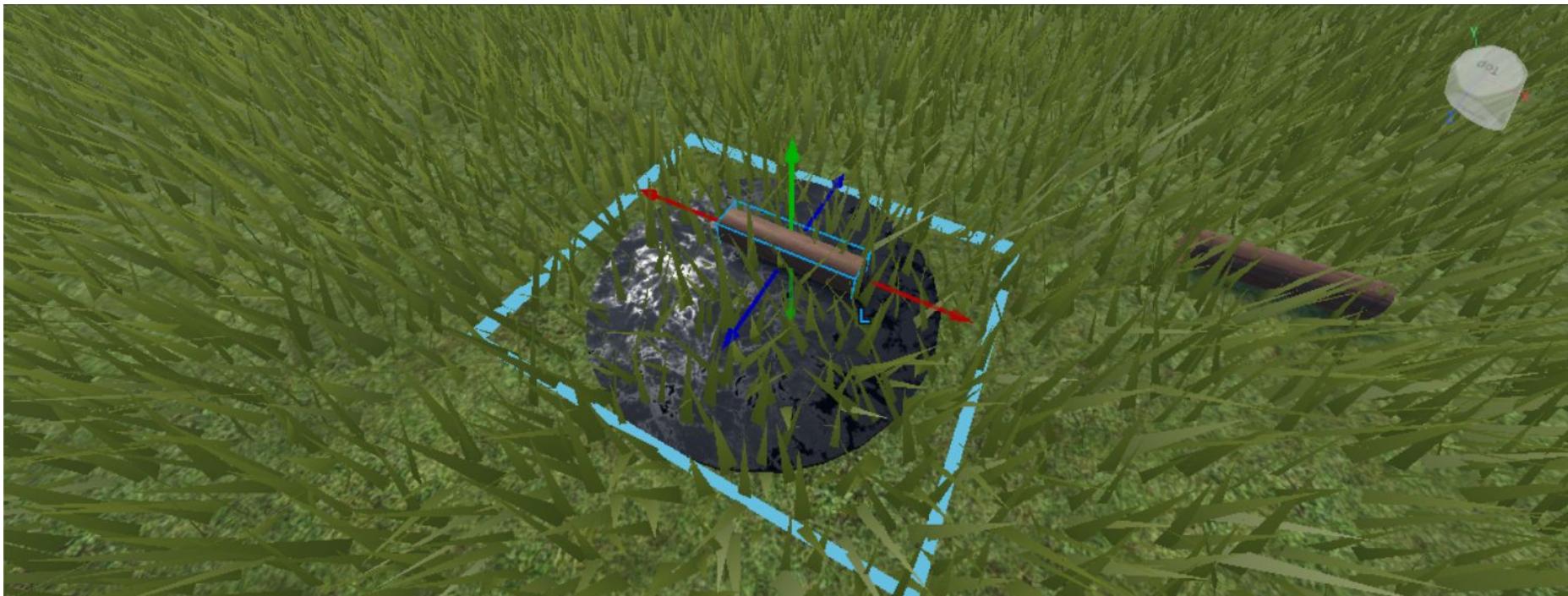
Rename the logPart into “log1”



log1



Move the logPart into the base of fire pit

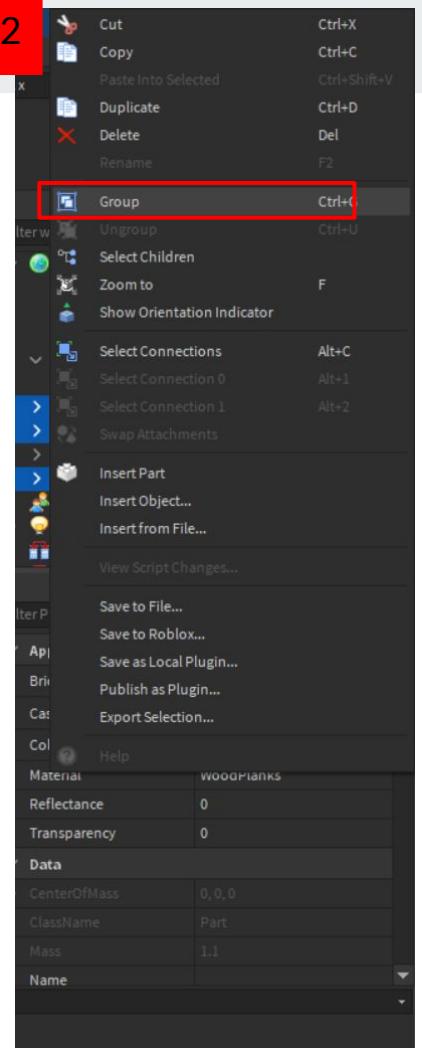


Select the 3 log that already created before and group it with the name “logModel”

1



2



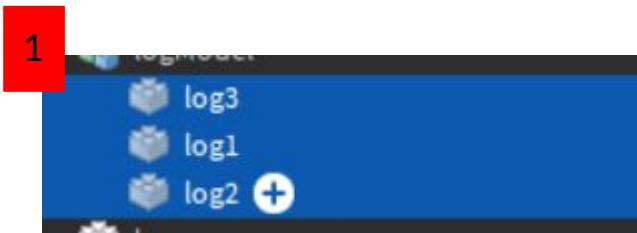
3

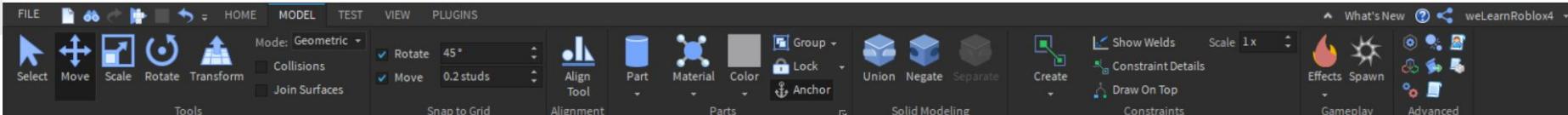


Modify the log part to be more realistic by rotating and move the part

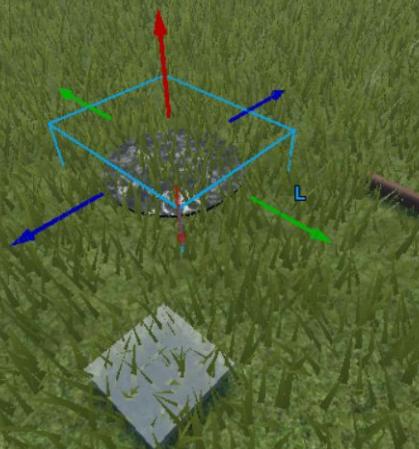


Set the transparency of the three of log part to be 1 in properties menu.
Because, we don't need to show it at the beginning of game





Camping Game x mainScript x logScript x



Add a script file inside
the firePitModel

Filter workspace (Ctrl+Shift+X)

- Workspace
- Camera
- Terrain
- SpawnLocation
- firePitModel

Search object

Frequently Used

- Humanoid
- Script** (highlighted with a red box)
- Accessory
- Pants
- Shirt
- BodyColors
- Model

3D Interfaces

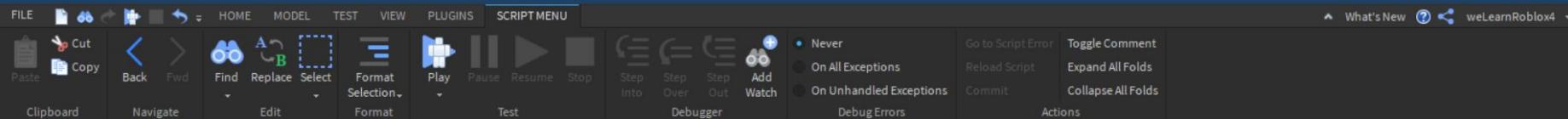
- ClickDetector
- Decal
- Dialog
- DialogChoice
- ProximityPrompt
- SurfaceAppearance

World Pivot Position 108.5, 10.1, -187.5

All Messages All Contexts

11:46:54.703 ► weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ► Camping Game auto-recovery file was created (x6) - Studio - C:/Users/Renaldo Fareza/Documents/ROBLOX/AutoSaves

Run a command



Camping Game × mainScript × logScript × Script ×

```
1 print("Hello world!")
2
```

Rename it into
“firePitScript”

The Explorer panel shows a workspace with a 'firePitModel' folder containing a 'firePitScript'. The Properties panel for 'firePitScript' shows the following details:

Properties - Script "Script"	
ClassName	Script
CurrentEditor	
Name	Script
Parent	firePitModel
Behavior	
Archivable	<input checked="" type="checkbox"/>
Disabled	<input type="checkbox"/>
Attributes	No Attribute has been added yet
Add Attribute	

Output

All Messages All Contexts

Filter...



```
11:46:54.703 ▶ weLearnRoblox4 you already have a log (x83) - Server - logScript:25
12:02:02.595 ▶ Camping Game      auto-recovery file was created (x6) - Studio - C:/Users/Renaldo Fareza/Documents/ROBLOX/AutoSaves
```

Run a command

Add the following code to firePitScript:

```
local base = script.Parent.base
local db = true
local allLogs = script.Parent.logModel:GetChildren()
local firePitCount = 0

base.Touched:Connect(function(hit)
    local char = hit.Parent
    local hum = char:FindFirstChild("Humanoid")

    if hum and db then
        local plr = game.Players:FindFirstChild(char.Name)
        local pVars = plr:WaitForChild("PlayerVars")
        local pHasLog = pVars:FindFirstChild("HasLog")

        if pHasLog.Value then
            pHasLog.Value = false
        end
    end
end)
```

(cont'd)

```
        if firePitCount <= 2 then
            firePitCount = firePitCount + 1
            for i, eachlog in pairs(allLogs) do
                if firePitCount == i then
                    eachlog.Transparency = 0
                end
            end
        else
            print("You have already collected enough logs!")
        end

    end

    wait(2)
    db = true
end
end)
```

```
1 local base = script.Parent.base
2 local db = true
3 local allLogs = script.Parent.logModel:GetChildren()
4 local firePitCount = 0
5
6 base.Touched:Connect(function(hit)
7     local char = hit.Parent
8     local hum = char:FindFirstChild("Humanoid")
9
10    if db and hum then
11        db = false
12        local plr = game.Players:FindFirstChild(char.name)
13        local pVars = plr:WaitForChild("PlayerVars")
14        local pHasLog = pVars:FindFirstChild("HasLog")
15
16        if pHasLog.Value then
17            pHasLog.Value = false
18
19        if firePitCount <= 2 then
20            firePitCount = firePitCount + 1
21            for i, eachLog in pairs(allLogs) do
22                if firePitCount == i then
23                    eachLog.Transparency = 0
24                end
25            end
26        else|
27            print("You already have collected enough logs!")
28        end
29    end
30
31    wait(2)
32    db = true
33
34 end
end)
```

firePitScript
should look
like this

Modify your logScript by adding new condition

```
8     if db and hum then
9         db = false
10    local plr = game.Players:FindFirstChild(char.Name)
11    local pStats = plr:WaitForChild("leaderstats")
12    local pVars = plr:WaitForChild("PlayerVars")
13    local pLogCount = pStats:FindFirstChild("LogCount")
14    local pHasLog = pVars:FindFirstChild("HasLog")
15
16    if pHasLog.Value == false and pLogCount.Value <=2 then
17        pHasLog.Value = true
18        pLogCount.Value = pLogCount.Value + 1
19        log.Transparency = 1
20
21        wait(3)
22        log.Transparency = 0
23        db = true
24    else
```

Have fun by playing it!



4. Starting the Fire

Add “Flint” and “Stone” to leaderstats in mainScript

```
local plrFlint = Instance.new("IntValue")
plrFlint.Name = "Flint"
plrFlint.Value = 0
plrFlint.Parent = leaderstats

local plrStone = Instance.new("IntValue")
plrStone.Name = "Stone"
plrStone.Value = 0
plrStone.Parent = leaderstats
```

Your mainScript should look like this

```
camping_0.6test.rbxl X stoneScript X mainScript X

1
2  ✓ game.Players.PlayerAdded:Connect(function(player)
3  ✓   player.CharacterAdded:Connect(function(character)
4
5      -- LEADERSTATS FOLDER --
6      local leaderstats = Instance.new("Folder")
7      leaderstats.Name = "leaderstats"
8      leaderstats.Parent = player
9
10     local plrLogCount = Instance.new("IntValue")
11     plrLogCount.Name = "LogCount"
12     plrLogCount.Value = 0
13     plrLogCount.Parent = leaderstats
14
15     local plrFlint = Instance.new("IntValue")
16     plrFlint.Name = "Flint"
17     plrFlint.Value = 0
18     plrFlint.Parent = leaderstats
19
20     local plrStone = Instance.new("IntValue")
21     plrStone.Name = "Stone"
22     plrStone.Value = 0
23     plrStone.Parent = leaderstats
24
25     -- PLAYER VARS --
26     local playerVars = Instance.new("Folder")
27     playerVars.Name = "PlayerVars"
28     playerVars.Parent = player
29
30     local plrHasLog = Instance.new("BoolValue")
31     plrHasLog.Name = "HasLog"
32     plrHasLog.Value = false
33     plrHasLog.Parent = playerVars
```

Add “plrHasStone” and “plrHasFlint” to PlayerVars in mainScript

```
local plrHasStone = Instance.new("BoolValue")
plrHasStone.Name = "HasStone"
plrHasStone.Value = false
plrHasStone.Parent = playerVars
```

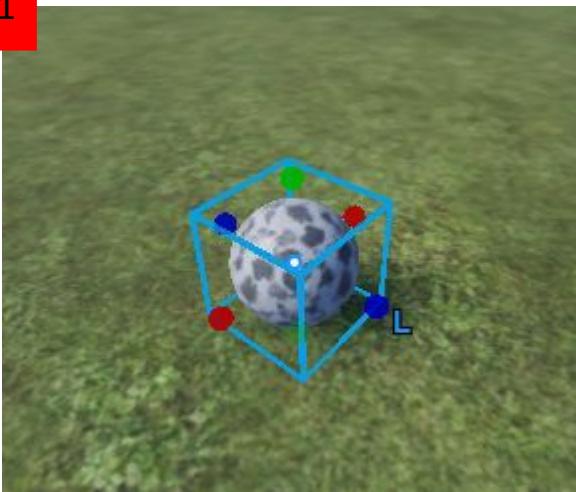
```
local plrHasFlint = Instance.new("BoolValue")
plrHasFlint.Name = "HasFlint"
plrHasFlint.Value = false
plrHasFlint.Parent = playerVars
```

Your mainScript should look like this

```
camping_0.6test.rbxl x stoneScript x mainScript x
15      local plrFlint = Instance.new("IntValue")
16      plrFlint.Name = "Flint"
17      plrFlint.Value = 0
18      plrFlint.Parent = leaderstats
19
20      local plrStone = Instance.new("IntValue")
21      plrStone.Name = "Stone"
22      plrStone.Value = 0
23      plrStone.Parent = leaderstats
24
25      -- PLAYER VARS --
26      local playerVars = Instance.new("Folder")
27      playerVars.Name = "PlayerVars"
28      playerVars.Parent = player
29
30      local plrHasLog = Instance.new("BoolValue")
31      plrHasLog.Name = "HasLog"
32      plrHasLog.Value = false
33      plrHasLog.Parent = playerVars
34
35      local plrHasStone = Instance.new("BoolValue")
36      plrHasStone.Name = "HasStone"
37      plrHasStone.Value = false
38      plrHasStone.Parent = playerVars
39
40      local plrHasFlint = Instance.new("BoolValue")
41      plrHasFlint.Name = "HasFlint"
42      plrHasFlint.Value = false
43      plrHasFlint.Parent = playerVars
44
45
46      end)
47  end)
```

Create a stone

1



2

Explorer

Filter workspace (Ctrl+Shift+X)

- Workspace
 - Camera
 - Terrain
 - SpawnLocation
 - firePitModel
 - flintPart
 - logPart
 - stonePart**
- Players
- Lighting
- ReplicatedFirst
- ReplicatedStorage

3

Properties - Part "stonePart"

Filter Properties (Ctrl+Shift+P)

Behavior

Anchored	<input checked="" type="checkbox"/>
Archivable	<input checked="" type="checkbox"/>
CanCollide	<input type="checkbox"/>
CanTouch	<input checked="" type="checkbox"/>
CollisionGroupId	0
Locked	<input type="checkbox"/>
Massless	<input type="checkbox"/>

Create a script for that stone

The screenshot shows the Roblox Studio interface. On the left, the Explorer window displays the workspace structure. A script named "stoneScript" under the "stonePart" folder is selected, highlighted with a blue bar at the bottom of the list. The main workspace contains several assets: Camera, Terrain, SpawnLocation, firePitModel, and logPart. On the right, the Script Editor window shows a script titled "camping_0.6.rbxl". It contains two lines of code: "print("Hello world!")" and an empty line starting with "2".

```
camping_0.6.rbxl × stoneScript ×
1 print("Hello world!")
2 |
```

Just like logs, hide the stone when picked up by player. Add these script into stoneScript:

```
local pickup = script.Parent
local db = true

pickup.Touched:Connect(function(hit)
    local char = hit.Parent
    local hum = char:FindFirstChild("Humanoid")

    if db and hum then
        db = false
        local plr = game.Players:FindFirstChild(char.Name)
        local pVars = plr:WaitForChild("PlayerVars")
        local pStats = plr:WaitForChild("leaderstats")
        local pHasStone = pVars:FindFirstChild("HasStone")
        local pHasFlint = pVars:FindFirstChild("HasFlint")
        local pStone = pStats:FindFirstChild("Stone")
        local pFlint = pStats:FindFirstChild("Flint")
```

stoneScript (continued):

```
    if pickup.Name == "stonePart" and not pHasStone.Value then
        pHasStone.Value = true
        pickup.Transparency = 1
        pStone.Value = 1
    end

    if pickup.Name == "flintPart" and not pHasFlint.Value then
        pHasFlint.Value = true
        pickup.Transparency = 1
        pFlint.Value = 1
    end

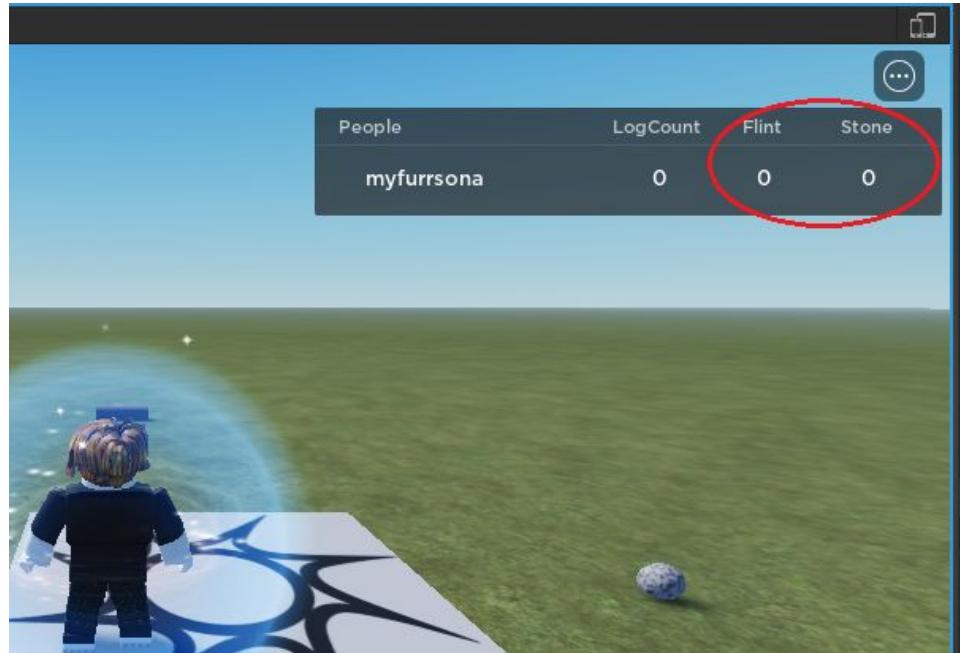
    wait(2)
    db = true
    pickup.Transparency = 0

end
end)
```

Your stoneScript should look like this

```
camping_0.6test.rbxl ×  stoneScript ×  mainScript ×
1 local pickup = script.Parent
2 local db = true
3
4 pickup.Touched:Connect(function(hit)
5     local char = hit.Parent
6     local hum = char:FindFirstChild("Humanoid")
7
8     if db and hum then
9         db = false
10        local plr = game.Players:FindFirstChild(char.Name)
11        local pVars = plr:WaitForChild("PlayerVars")
12        local pStats = plr:WaitForChild("leaderstats")
13        local pHasStone = pVars:FindFirstChild("HasStone")
14        local pHasFlint = pVars:FindFirstChild("HasFlint")
15        local pStone = pStats:FindFirstChild("Stone")
16        local pFlint = pStats:FindFirstChild("Flint")
17
18        if pickup.Name == "stonePart" and not pHasStone.Value then
19            pHasStone.Value = true
20            pickup.Transparency = 1
21            pStone.Value = 1
22        end
23
24        if pickup.Name == "flintPart" and not pHasFlint.Value then
25            pHasFlint.Value = true
26            pickup.Transparency = 1
27            pFlint.Value = 1
28        end
29
30        wait(2)
31        db = true
32        pickup.Transparency = 0
33
34    end
35 end)
```

Test the game, notice
that there are “Flint”
and “Stone” column on
leaderstat



Pick up the stone and see what happens

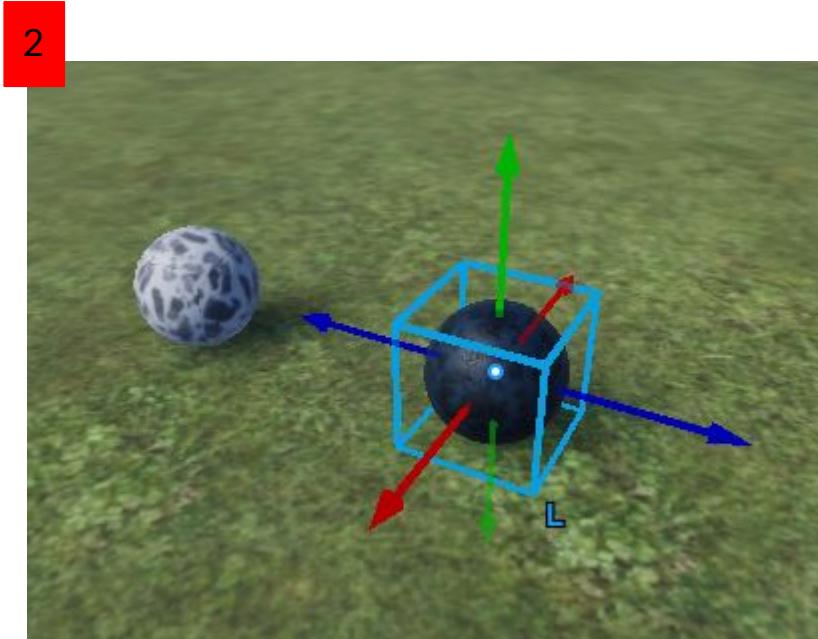
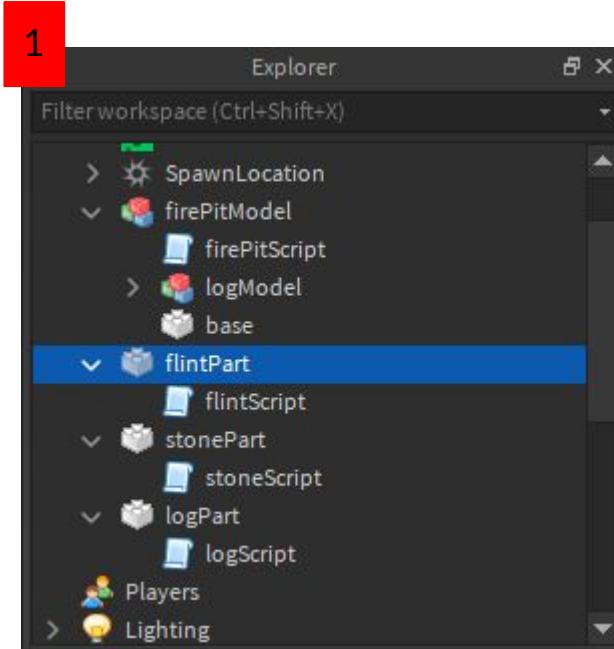


The stone disappears, and the leaderstat updates itself



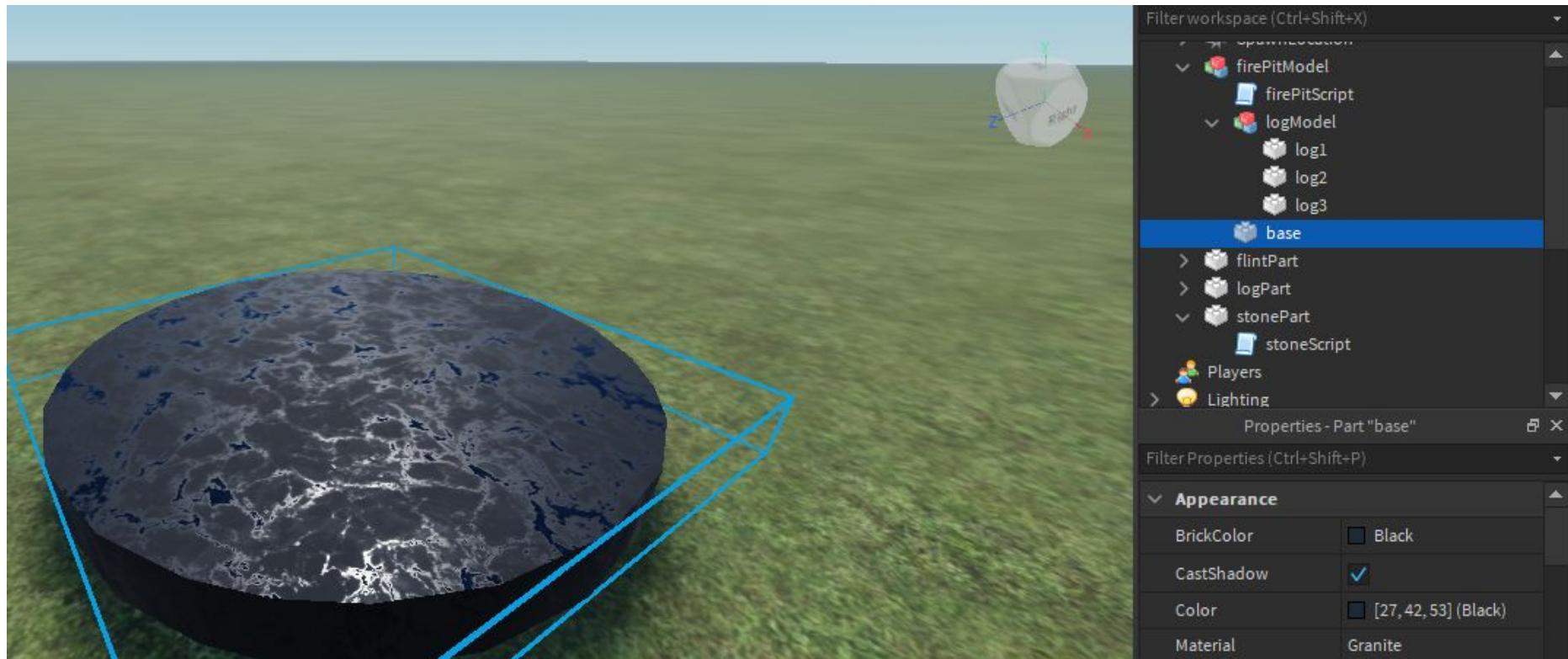
After 2 seconds, it will reappear

For the flint, we can just duplicate stonePart and change its name and appearance

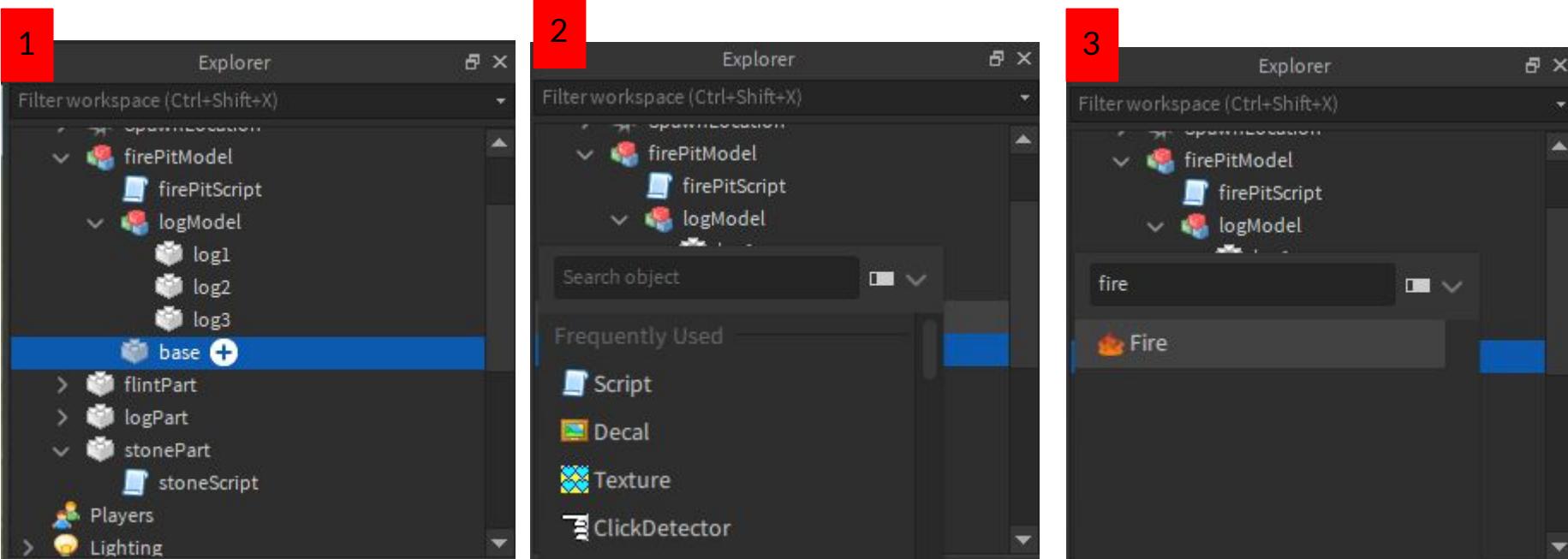


Test the game again, both flint and stone should work as intended. Next, we will add fire effect to our firePitModel

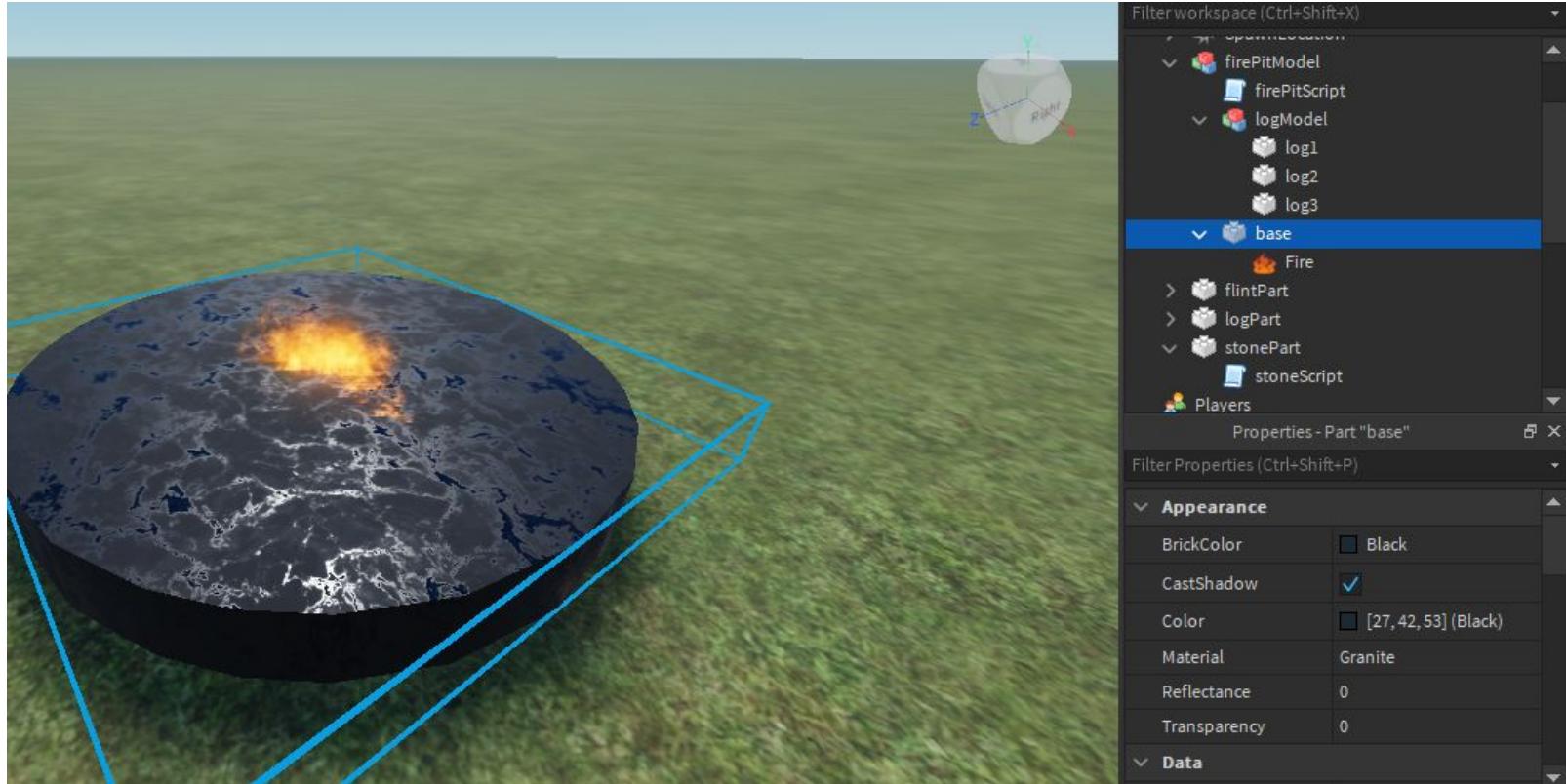
Select “base” in firePitModel



Add fire effect



Your fire should look like this

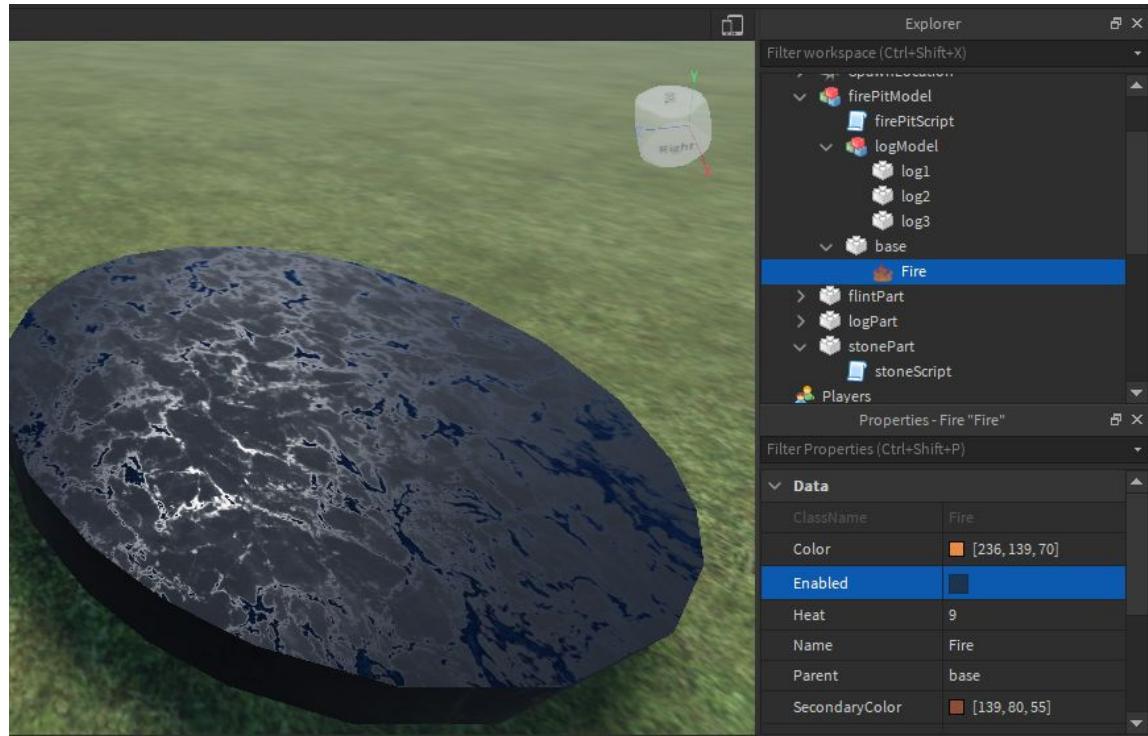


Feel free to change the appearance of the fire, logs, or base



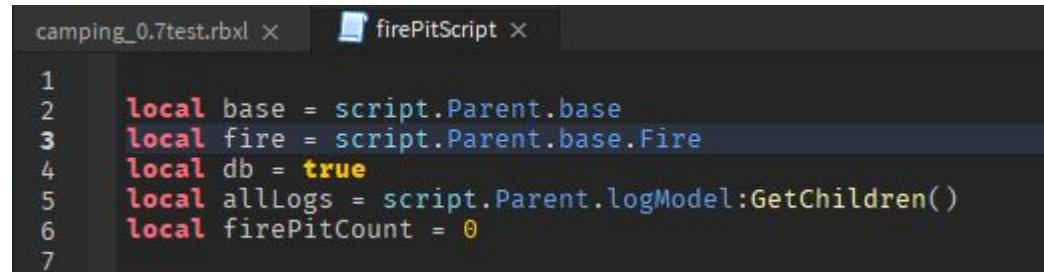
Tip: set the logs' transparency to 0 to help adjust the fire. Just don't forget to set them back to 1 after you're done

When the game starts, we have no fire. Uncheck its enabled property.



```
local fire = script.Parent.base.Fire
```

First, add the fire into the script in firePitScript:

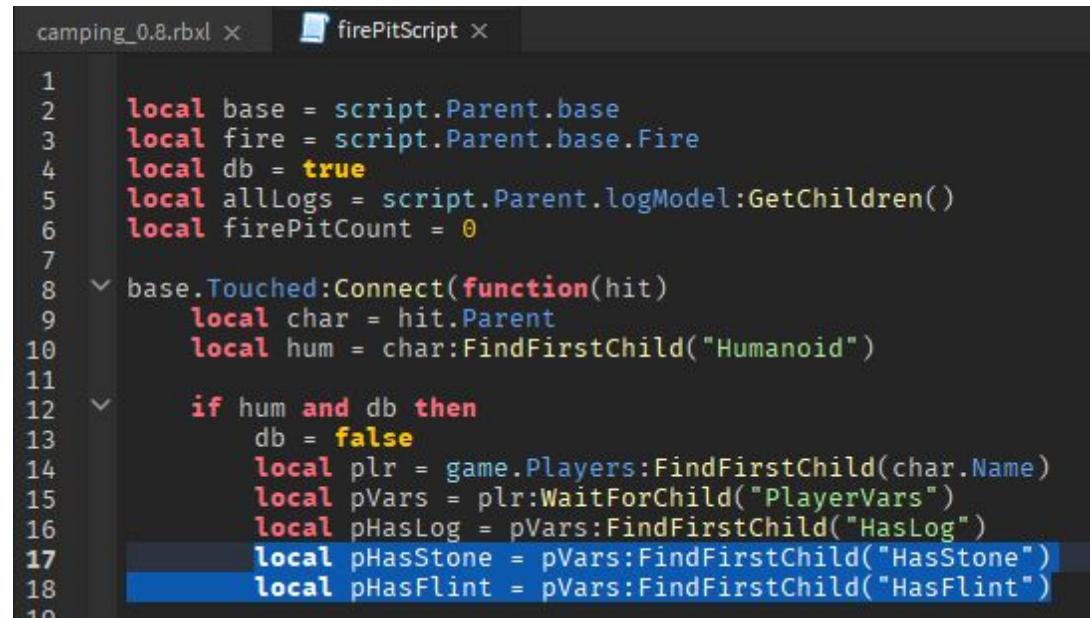


```
camping_0.7test.rbxl × firePitScript ×

1
2 local base = script.Parent.base
3 local fire = script.Parent.base.Fire
4 local db = true
5 local allLogs = script.Parent.logModel:GetChildren()
6 local firePitCount = 0
7
```

```
local pHasStone = pVars:FindFirstChild("HasStone")
local pHasFlint = pVars:FindFirstChild("HasFlint")
```

Add pHasStone and pHasFlint



```
camping_0.8.rbxl × firePitScript ×

1 local base = script.Parent.base
2 local fire = script.Parent.base.Fire
3 local db = true
4 local allLogs = script.Parent.logModel:GetChildren()
5 local firePitCount = 0
6
7
8     ✓ base.Touched:Connect(function(hit)
9         local char = hit.Parent
10        local hum = char:FindFirstChild("Humanoid")
11
12        ✓ if hum and db then
13            db = false
14            local plr = game.Players:FindFirstChild(char.Name)
15            local pVars = plr:WaitForChild("PlayerVars")
16            local pHasLog = pVars:FindFirstChild("HasLog")
17            local pHasStone = pVars:FindFirstChild("HasStone")
18            local pHasFlint = pVars:FindFirstChild("HasFlint")
19
```

From:

```
if pHasLog.Value then
```

To:

```
if pHasLog.Value or firePitCount == 3 then
```



The screenshot shows a Roblox Studio interface with a script editor window titled 'firePitScript'. The script code is as follows:

```
camping_0.7test.rbxl × firePitScript ×

5 local allLogs = script.Parent.logModel:GetChildren()
6 local firePitCount = 0
7
8  base.Touched:Connect(function(hit)
9      local char = hit.Parent
10     local hum = char:FindFirstChild("Humanoid")
11
12    if hum and db then
13        db = false
14        local plr = game.Players:FindFirstChild(char.Name)
15        local pVars = plr:WaitForChild("PlayerVars")
16        local pHasLog = pVars:FindFirstChild("HasLog")
17        local pHasStone = pVars:FindFirstChild("HasStone")
18        local pHasFlint = pVars:FindFirstChild("HasFlint")
19
20    if pHasLog.Value or firePitCount == 3 then
21        pHasLog.Value = false
22
23        if firePitCount <= 2 then
24            firePitCount = firePitCount + 1
25            for i, eachlog in pairs(allLogs) do
26                if firePitCount == i then
27                    eachlog.Transparency = 0
28                end
29            end
30        else
31            print("You have already collected enough logs!")
32        end
33    end
34
35 end)
```

Add another condition with
OR

Instead of printing a message notifying that we have enough log, now we enable the fire (if we have flint and stone)

From:

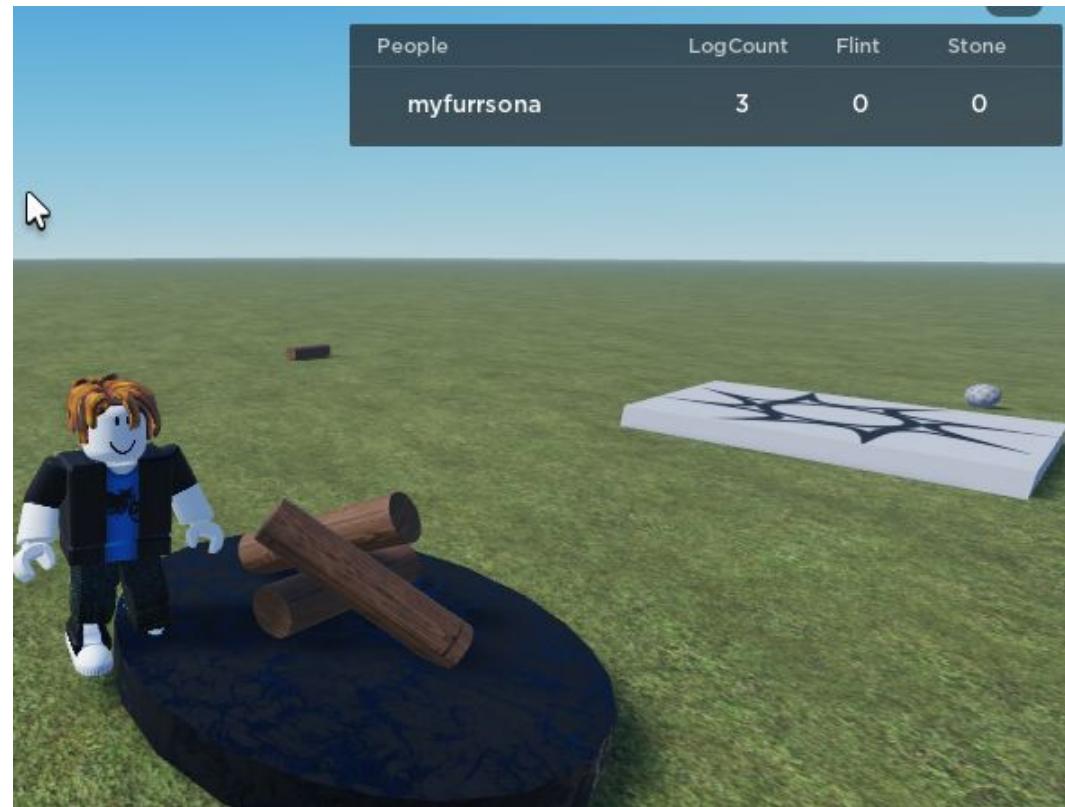
```
print("You have already collected enough logs!")
```

To:

```
if pHasStone.Value and pHasFlint.Value  
then  
    fire.Enabled = true  
end
```

```
8  ▼ base.Touched:Connect(function(hit)  
9      local char = hit.Parent  
10     local hum = char:FindFirstChild("Humanoid")  
11  
12    ▼ if hum and db then  
13        db = false  
14        local plr = game.Players:FindFirstChild(char.Name)  
15        local pVars = plr:WaitForChild("PlayerVars")  
16        local pHasLog = pVars:FindFirstChild("HasLog")  
17        local pHasStone = pVars:FindFirstChild("HasStone")  
18        local pHasFlint = pVars:FindFirstChild("HasFlint")  
19  
20    ▼ if pHasLog.Value or firePitCount == 3 then  
21        pHasLog.Value = false  
22  
23    ▼ if firePitCount <= 2 then  
24        firePitCount = firePitCount + 1  
25        ▼ for i, eachlog in pairs(allLogs) do  
26            ▼ if firePitCount == i then  
27                eachlog.Transparency = 0  
28            end  
29        end  
30    ▼ else  
31    ▼     if pHasStone.Value and pHasFlint.Value then  
32            fire.Enabled = true  
33        end  
34    end
```

Test the game, collect
three logs into the fire pit



Pick up flint and stone



Go to the fire pit to make the fire



Congratulations!!!

Questions?
