

Hello Dan

CHILDNAME+” jumped right back into their Lua scripting today, using it to solve puzzles in their games!

Last lesson “+CHILDNAME+” was introduced into how to create for loops and use them to spawn bricks on top of eachother during each loop. This time we wanted to specifically place each block based on how far through the loop was. We used the loop variable (the thing that goes up every time we make a clone), multiplied it by 10 and then put this number in the clones ‘vector’. A ‘vector’ is Roblox’s word for coordinates, so this way every clone would be 10 units away from the last one, making a set of dominoes!

CHILDNAME+” was also introduced into the ‘random’ function and “+heshe+” used it inside the bricks colour! So every brick as you can see in this image above was a different colour from the last, and evenly spaced at 10 units! This was a brilliant step up from the previous lesson as we look to introduce “+CHILDNAME+” to the more in depth concepts of Lua and how we can manipulate for loops to do lots of different things for us!

Lastly, we had a challenge! A great chasm with what seemed to be no way across! “+CHILDNAME+” had to figure out and test how to create a for loop which would spawn the right blocks to act as our bridge. This applies the concepts that “+CHILDNAME+” has already learned today in a fun and engaging way, and “+heshe+” did brilliantly! Managing to keep the roblox character on such a thin bridge isnt easy, but we will make it a lot more interesting next lesson as we look to ‘hack’ into our bridge! Great work “+CHILDNAME+”

~sensei chris



