Text

Description automatically generatedA picture containing floor

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A living room with a couch and a table

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Hello Dan!

Today “+CHILDNAME+” continued learning the foundations to build their own game. As “+heshe+” has picked up how design a world, building is key, but we can also use the toolbox!

The Toolbox is a fun tool when you can easily and quickly add pre-made models to our scene.  We can use the search bar to find any specific object in the Roblox Library and can incorporate it into our work with one click! The challenge for today's session was to build a dream house, but with a twist! By now “+CHILDNAME+” has plenty of experience with piecing together structures so now the focus was more placed upon adding details either inside and/or outside the house.

After “+heshe+” spent some time designing it, we discussed adding a damage script (very sneaky!). These added tasks enabled us to change the dream house into more of a challenging lair! By inputting more obstacles and tricks to our game “+CHILDNAME+” turned a simple design into a game mode itself. One such cool trap was a dangerous rug! “+CHILDNAME+” coded it with a collision function so that when it's condition was triggered (a players connection) it would enable the fire effect and cause a loss of health!. Very unsuspecting indeed!

This script could be applied to many objects to create hazards, or traps, that the player needs to avoid or else!

Amazing creative vision was displayed by “+CHILDNAME+” today, “+heshe+” is really getting to grips with LUA and the Create Studio!

~ Sensei Chris

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