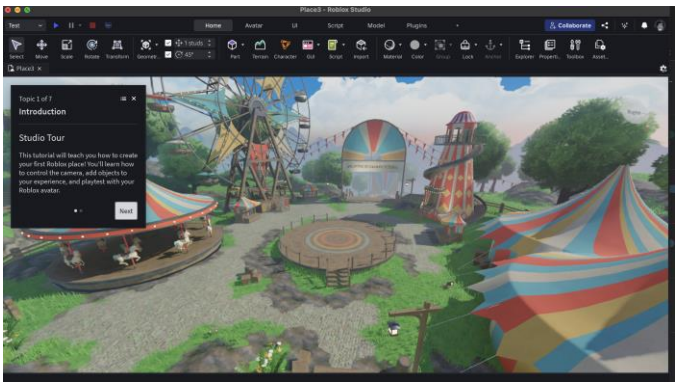
Manual: Building the Drone Obby in Roblox Studio

EXAMPLE OF COMPLETED GAME: https://www.roblox.com/games/70706839855384/A2IF-Starter-Project

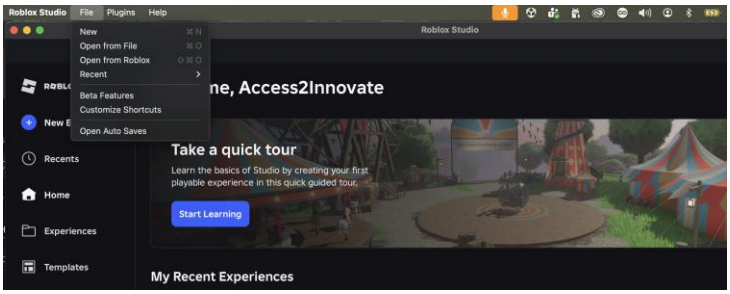
1. Getting Set Up in Roblox Studio

Before you can build, you need to configure your workspace to handle both building and scripting.

- **Download & Install:** Roblox Studio Official Site
- Complete the tour

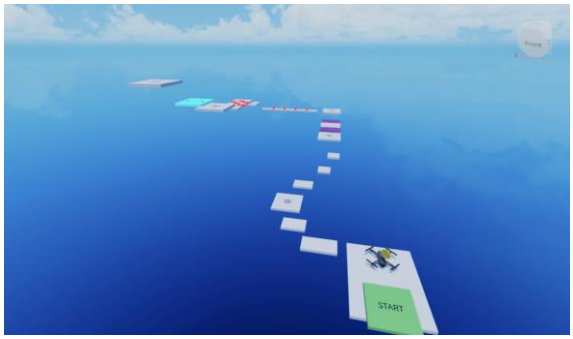


- Download the example started project here: A2I Hackathon - Starter Project.rbxl
- Upload the file in Roblox studio



- **The Explorer & Properties:** Go to the **View** tab and ensure **Explorer** and **Properties** are toggled on.

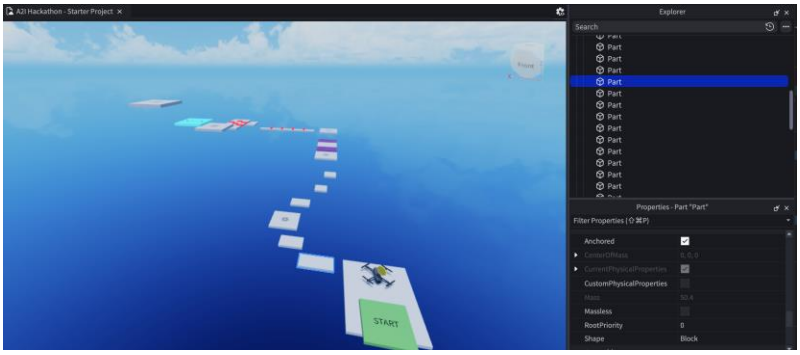
- *Why:* You need the Explorer to find your "Exploding Drone" model and Properties to change its speed or the color of your platforms.



2. Environment: Creating Floating Platforms

Since you are using the **Classic Obby Template**, you already have a base, but you need to customize it for flight.

- **Anchoring:** Select your platforms and ensure the **Anchor** button (top bar) is clicked.
  - *Why:* If platforms aren't anchored, they will fall into the void when the game starts.
- **Spacing for Flight:** Unlike a walking obby, drone obbies need more space between parts. Make sure the "gaps" are wide enough for your drone model to fit through.
- **Kill Parts (Lava):** Color your "danger" parts bright red. You will use these to trigger the drone reset.



3. UI: Showing Points & Instructions

To make the game user-friendly, you need to show the player their score and tell them how to start.

A. The Top-Screen Score Tracker

1. In the **Explorer**, right-click StarterGui > **Insert Object** > ScreenGui. Name it "MainHUD".
2. Inside "MainHUD", insert a TextLabel. Style it at the top-center of the screen.
3. Add this **LocalScript** inside the TextLabel:

```
Lua
local player = game.Players.LocalPlayer
local stats = player:WaitForChild("leaderstats")
local coins = stats:WaitForChild("Coins") -- Ensure this matches your coin variable name

coins.Changed:Connect(function(newVal)
   script.Parent.Text = "POINTS: " .. newVal
end)
script.Parent.Text = "POINTS: " .. coins.Value
```

B. "Grab the Drone" Pop-Up (ProximityPrompt)

Instead of a confusing menu, use a physical prompt that appears when the player walks up to the drone.

1. Find your **Drone Model** in the Explorer.
2. Inside the main part of the drone, click the **+** and add a ProximityPrompt.
3. In Properties, set **ObjectText** to "Drone" and **ActionText** to "Take Control".
4. **Resource Link:** [ProximityPrompt Guide]

4. Core Drone & Game Logic Resources

- **Drone Flight Physics:** [Mover Constraints Documentation]
  - *Why:* This explains how LinearVelocity makes your drone move smoothly.
- **Coin Collection & Leaderboards:** [AlvinBlox Leaderstats Tutorial]
  - *Why:* Explains how the coins you added update the score in the top right.
- **The Drone Reset (Crash) Logic:**

    - If the drone hits a "Kill Part," use the Touched event to teleport the drone back to the last checkpoint's CFrame.

5. Troubleshooting & Pro-Tips

- **Drone Spinning?** Ensure the "RootPart" of your drone is not hitting its own decorations. Check the **CanTouch** property on small drone parts and turn it off.
- **Coins Not Disappearing?** Make sure your coin script has a coin:Destroy() line after adding the point to the player.
- **Manual Tip:** Use **Ctrl+Shift+G** in Studio to group your platforms into folders (e.g., "Level 1", "Level 2") to keep your Explorer clean.