

Objective

By the end of this lesson, the student will understand the basics of game design in Roblox, learn how to collaborate with friends online, and create a simple game concept that they can share with their friends.

Materials and Prep

- Computer or device with internet access
- Roblox Studio installed
- Basic knowledge of navigating Roblox and its features
- List of friends to collaborate with online

Activities

• Introduction to Roblox Studio

Start by exploring Roblox Studio together. Show how to create a new project, choose a template, and navigate the interface. This will help familiarize the student with the tools available for game design.

• Brainstorming Game Ideas

Have a brainstorming session where the student can jot down ideas for a game they want to create. Encourage them to think about themes, characters, and gameplay mechanics. This can be done verbally or through a simple text document.

• Collaborative Game Design

Invite friends to join in a video call or chat while working on the game concept. Discuss roles and responsibilities, and encourage teamwork to come up with a game that everyone can contribute to.

• Creating a Game Prototype

Guide the student in creating a simple prototype of their game in Roblox Studio. Focus on adding basic elements like terrain, obstacles, and characters. This hands-on activity will help them understand the game design process.

• Playtesting with Friends

Once the prototype is ready, have the student invite their friends to playtest the game. Gather feedback and discuss what works well and what could be improved. This is a great way to learn from others and refine their game.

Talking Points

- "Roblox Studio is like a toolbox for creating your own games. What kind of game do you want to build?"
- "Brainstorming is a fun way to come up with ideas. Remember, no idea is too silly!"
- "Collaboration is key in game design. How can you and your friends work together to make this game awesome?"
- "Creating a prototype helps you see your ideas in action. What features do you want to add first?"

- "Playtesting is important! What did your friends like about the game? What suggestions do they have?"