ROBLOX Quest Design: Creating Your Own Adventure!

Let's explore what makes ROBLOX games so much fun and design our own mini-game idea!

Part 1: Deconstructing the Fun (15 mins)

Think about your favorite ROBLOX game. Let's talk about it!

- What is the main goal of the game? What are you trying to achieve?
- Who is the main character (or what kind of character do you play as)?
- Where does the game take place? Describe the world or setting.
- What are some challenges or obstacles you face?
- Is there a story? What makes you want to keep playing?

Discuss these elements. Notice how every game needs a purpose, a place, and things to do!

Part 2: Brainstorm Your Adventure! (20 mins)

Now, let's imagine YOU are the game creator! Grab your paper and drawing tools. Let's invent a simple game idea.

- **Game Title:** Give your game a cool name!
- **The Goal:** What does the player need to DO? (e.g., find a hidden treasure, escape a maze, deliver an item, build something specific)
- **The World:** Where does it happen? (e.g., a mysterious island, a futuristic city, a magical forest, inside a volcano) Describe it briefly.
- **The Hero:** Who is the player? (e.g., a brave knight, a speedy ninja, a curious astronaut, an animal)
- **The Challenge(s):** What makes it tricky? (e.g., monsters, puzzles, traps, a time limit, tricky jumps)

Write down your ideas or talk them through.

Part 3: Map It Out! (15 mins)

Time to visualize your game! On your paper, draw a simple map or a few storyboard squares showing:

- Where the player starts.
- Where the goal is.
- At least one challenge or interesting point along the way.

It doesn't have to be perfect art! Simple shapes and labels are great. Think of it like a treasure map for your game.

Part 4: Show and Tell (10 mins)

Explain your game idea using your notes and your map/storyboard.

- What's the story of your game?
- What makes it exciting?
- How does the player win?

Wrap-up: Great job, game designer! You used your creativity to outline a whole adventure, just like the creators of ROBLOX games do. They start with ideas like yours, figure out the story, the goal, and the challenges before they even start building the game in ROBLOX Studio. Maybe one day you'll build your game for others to play!