Roblox Creator Lab: Introduction to Level Design (Building an Epic Obby)

Materials Needed

- Computer or tablet with internet access (optional, for viewing examples)
- Paper (large format recommended, e.g., 11x17 or multiple sheets taped together) or digital drawing application
- Pencils, colored markers, or crayons
- Ruler (optional, for drawing straight lines)
- Roblox Studio (optional, for immediate implementation/extension)

Learning Objectives

By the end of this lesson, learners will be able to:

1. Define "Level Design" and explain its importance in creating fun games.
2. Identify the three core principles of a successful Roblox Obstacle Course (Obby).
3. Create a detailed blueprint (map) for a three-stage Obby, incorporating elements of challenge, fairness, and reward.

Success Criteria

You will know you are successful if your Obby blueprint clearly shows:

- A distinct starting point and a clear end goal.
- At least three different types of challenges (e.g., jump, maze, moving platform).
- A checkpoint placed after the hardest challenge to ensure fairness.

Part 1: Introduction (10 Minutes)

Hook: The Fairness Test

Educator Prompt: Think about the hardest Roblox game you've ever played. Was it fun-hard, or was it impossible-frustrating? If you were the developer, what would you change to make it challenging, but fair?

Key Concept: What is Level Design?

Level Design is like being an architect for video games. It's planning where every platform, wall, and enemy goes so the player has a fun journey. Today, we are focusing on the most famous Roblox game type: the Obby (Obstacle Course).

Part 2: Teaching the Designer's Mind (I Do) (15 Minutes)

I Do: Modeling the Three Rules of a Great Obby

As the game designer, you have a secret weapon: the Three P's of Level Design. I will show you how

these work.

Rule 1: Progressive Challenge (Getting Harder)

- Start Easy: The first jump should be super easy to build confidence.
- Get Harder: Challenges must slowly increase. We don't want a long jump right after the start!
- **Example:** I start with a single block jump (Easy), then two small block jumps in a row (Medium), then a spinning pole (Hard).

Rule 2: Fairness & Safety (Checkpoints!)

- A frustrating game is a boring game. If a player fails a huge challenge, they should not have to restart the whole game.
- **Modeling:** I place a checkpoint right after the hardest challenge in my example Obby. This is the "Fairness Break."

Rule 3: Epic Reward (The Win!)

- Every Obby needs a great ending! This could be a virtual trophy, a dance party area, a hidden room, or a fun slide.
- **Modeling:** I draw a giant gold trophy sign at the end of my example Obby map and label it "EPIC REWARD ZONE."

Part 3: Collaborative Design Analysis (We Do) (15 Minutes)

We Do: Analyzing Existing Obbies

We are going to quickly look at examples (or recall favorite Obbies) and judge them based on our three rules.

Activity: Challenge Breakdown (Think-Reflect/Discuss)

1. **View/Recall Stage 1 (Easy):** What is a common simple challenge? (e.g., basic jumping puzzles, non-moving platforms). *Why is this good for the start?* (Builds confidence).
2. **View/Recall Stage 2 (Medium/Hard):** Where did the difficulty jump? Was there a moment where the game felt unfair? (e.g., hidden traps, very difficult timing).
3. **The Checkpoint Test:** If the hardest part of the level takes 5 tries to pass, should the checkpoint be before it or after it? *(After it, to reward success and save progress.)*

Guided Practice: Sketching Starter Ideas

Together, let’s sketch out the three types of challenges we will use for our own Obbies.

- **Challenge Idea 1 (Easy):** _____ (e.g., Short laser beams)
- **Challenge Idea 2 (Medium):** _____ (e.g., Conveyor belts pushing you off)
- **Challenge Idea 3 (Hard):** _____ (e.g., Disappearing platforms with timed jumps)

(Educator Note: Guide the learner to select challenging, but not impossible, obstacles.)

Part 4: Blueprint Creation (You Do) (30 Minutes)

You Do: Designing the Master Blueprint

Now, use your paper or digital tools to create the blueprint for your own three-stage Obby. This needs to be a detailed map that a builder could follow.

Step-by-Step Instructions:

1. **Draw the Layout:** Draw a clear path on your paper. Divide the path into three sections (Stage 1, Stage 2, Stage 3).
2. **Stage 1 (Introduction):** Place your easiest challenge here. Label it clearly (e.g., "Easy Jump Platform").
3. **Stage 2 (The Gauntlet):** Place your medium and hard challenges here. Remember the **Progressive Challenge** rule—don't put the hardest thing first!
4. **The Checkpoint:** After the biggest challenge in Stage 2, draw a clear checkpoint area. Label it "FAIRNESS CHECKPOINT."
5. **Stage 3 (The Finale):** This stage can be shorter, but should lead to a clear ending, like a tricky winding path or a final puzzle.
6. **The Reward:** Draw the final reward area and label what the player wins (e.g., "Mega Coin," "Victory Dance Floor").

Reflection and Review

Before you finish, check your blueprint against the Success Criteria:

- Did you include the three types of challenges? (Y/N)
- Is your checkpoint placed fairly? (Y/N)
- Is there a clear reward? (Y/N)

Part 5: Conclusion and Assessment (10 Minutes)

Summative Assessment: The Designer’s Pitch

The learner will present their Obby blueprint to the educator/group and explain their design choices.

Presentation Focus Questions:

- Why did you choose your hardest obstacle?
- Where did you place your checkpoint and why?
- What do you think is the best part of your Obby, and why will players love it?

Lesson Recap

Educator Prompt: Today we learned that being a good game designer isn’t just about making things hard, it’s about making things fun and fair. The three P’s are Progressive Challenge, Fairness (Checkpoints), and Epic Reward!

Adaptability and Differentiation

Scaffolding (For learners needing extra support)

- **Pre-Drawn Templates:** Provide a large piece of paper that already has the Start, Checkpoint, and Finish lines marked, simplifying the layout stage.

- **Focus Reduction:** Require only two challenges instead of three for the main blueprint.

Extension (For advanced learners or immediate application)

- **Advanced Mechanics:** If the learner is familiar with Roblox Studio, challenge them to open Studio and build the first two stages of their blueprint immediately.
- **Trap Design:** Incorporate hidden elements into the blueprint (e.g., a "fake" platform or a script idea for a timed door). They must draw where the trap is and where the safe route is.
- **Thematic Design:** Add a specific theme to the Obby (e.g., Lava World, Candy Land, Space Station) and ensure all obstacles match the theme.