

ROBLOX Game Design

About the Course

Bring your imagination to life by creating your own games and virtual worlds with ROBLOX Studio! This exciting online course introduces young creators to the fundamentals of game design, 3D world building, programming, and interactive storytelling using one of the world's most popular game development platforms.

Throughout the 12-week programme, learners will design exciting game environments, create interactive gameplay, add obstacles and challenges, build scoring systems, and learn the basics of scripting within ROBLOX Studio. Each week features a new hands-on project that encourages creativity, logical thinking, and problem-solving while building a portfolio of original games.

With a maximum of 4 learners per class, students receive personalised guidance and plenty of opportunities to develop their own ideas. Practical assessments will be conducted during Week 6 and Week 12, with a Certificate of Completion awarded upon successful completion of the course.

Weekly Topics

- **Week 1:** Introduction to ROBLOX Studio & Game Development
- **Week 2:** Building Your First 3D World
- **Week 3:** Objects, Terrain & Environment Design
- **Week 4:** Game Mechanics & Player Interaction
- **Week 5:** Creating Challenges, Obstacles & Scoring Systems
- **Week 6:** Mid-Course Practical Assessment
- **Week 7:** Introduction to Lua Scripting in ROBLOX Studio
- **Week 8:** Animations, Effects & User Interface Design
- **Week 9:** Multiplayer Game Concepts
- **Week 10:** Publishing & Testing Your Game
- **Week 11:** Design & Develop Your Own Original ROBLOX Game
- **Week 12:** Final Project Presentation & Assessment

By the end of the course, learners will have created multiple interactive ROBLOX experiences, gained confidence in game design and introductory scripting, and developed creativity, computational thinking, and digital design skills that prepare them for more advanced programming and game development.