

Trial 1: The Worldbuilder

Build Card 1 – “Design Your First Game World”

Goal:

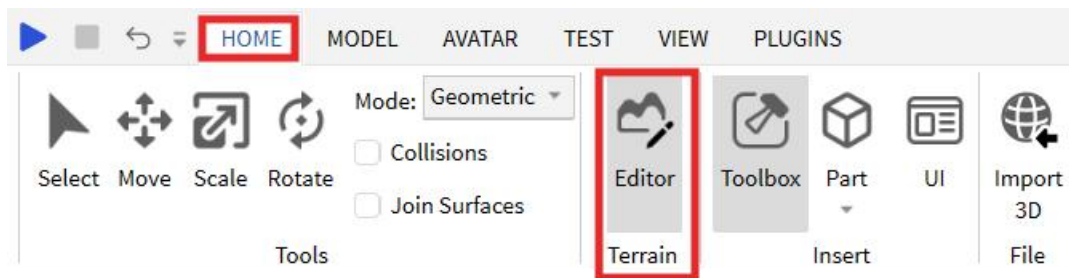
Create a themed world in Roblox Studio using terrain and lighting tools.

Start File:

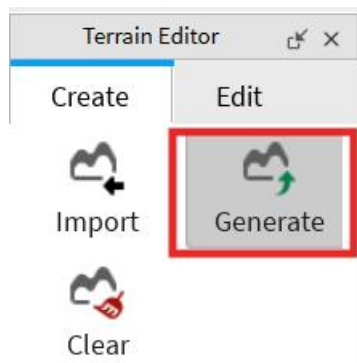
Blank baseplate in Roblox Studio

Task Steps:

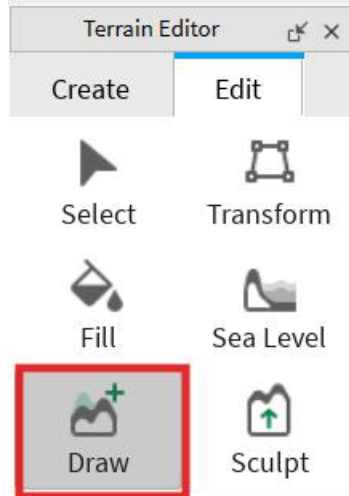
1. Open **Terrain Editor** via Home > Terrain > Editor.



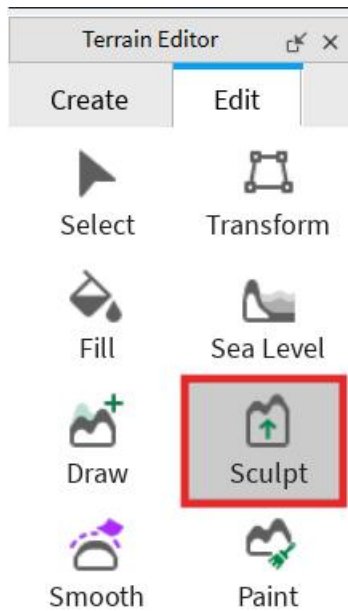
2. Use tools like:
 - o **Generate** to create instant terrain



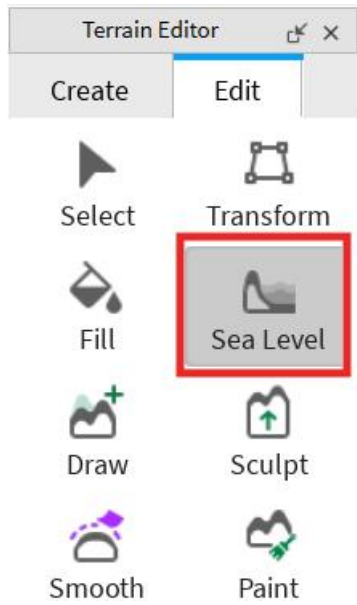
- o **Draw** to shape land




- **Sculpt** to smooth edges



- **Sea Level** to fill valleys with water



3. Choose your theme:
 - **Fantasy:** Bright colors, floating islands, magical trees
 - **Horror:** Dark tones, fog, eerie cliffs
4. Adjust lighting to match the mood:
 - **Fantasy:** Use dawn/twilight, bright ambient colors, sun rays
 - **Horror:** Use nighttime, low ambient light, fog object
5. Press **Play** and explore your world!

 **Checkpoint Evidence:** GIF or screen capture showing terrain and lighting, matching the selected theme.

Checkpoint Rubric:

- World shows clear Fantasy or Horror elements
- Lighting matches the theme
- Water or elevated features included

Self-Note:

What was the most fun or tricky part of shaping your terrain?

Editor Notes – Build Card

- *Add 60s video clip walking through the terrain tools in Roblox Studio.*
- *Include a before-and-after lighting visual to reinforce mood matching.*

- *Checklist can be converted into tickable checklist or dropdown checklist.*

💡 Concept Snap – What You Just Did

You've used Roblox's **Terrain Editor** and **Lighting Properties** to build an immersive environment. These tools shape how players feel in your game world - peaceful, mysterious, or scary.

Key Terms:

- **Terrain Editor** – A toolset for sculpting land in Roblox
- **Lighting Properties** – Settings that control time of day, shadows, and ambience
- **Theme** – A visual and emotional style, like fantasy or horror

Micro-Quiz (Drag & Drop):

Drag each term to match its correct use:

- **Terrain Editor** → "Draw hills and dig rivers"
- **Theme Design** → "Choose colors, light, and shapes"
- **Atmosphere Object** → "Add fog in horror worlds"

Editor Notes – Concept Snap

• *Turn the key terms into **flashcard bullets**:*

- *Terrain Editor → "Sculpt land in 3D"*
- *Lighting Properties → "Control time of day, fog, ambient colors"*
- *Theme → "Match visuals to mood (e.g., scary, magical)"*
- **Diagram suggestion:** *Use a screenshot of a learner's fantasy/horror world and overlay term labels.*
- *Convert quiz into drag-and-drop interaction (3 terms, 3 targets).*
- *Include "Continue" button gated to quiz completion.*

📁 Replay Twist (Optional Challenge)

Try this:

Build your terrain **without using the Generate tool**, create everything manually using Draw and Sculpt only.

Editor Notes – Replay Twist

- Display this in collapsible “Hard Mode” box or badge format.
- Optional XP badge unlocked upon submission.

Build Card 2 – “Add Details That Tell a Story”

🎯 Goal:

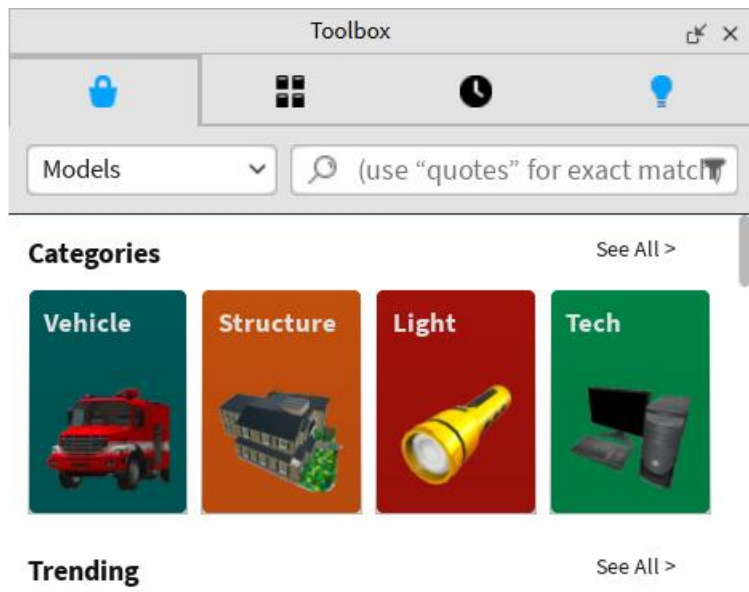
Place objects like trees, rocks, or props that match your theme to make your world feel alive and intentional.

🎮 Start File:

Your completed terrain from Build Card 1


📁 Task Steps:

1. Open the **Toolbox** and search for models that fit your world’s theme.



2. Place 5–8 items such as:
 - Fantasy: glowing mushrooms, floating crystals, magical trees
 - Horror: broken fences, gravestones, spooky trees
3. Use **Move**, **Scale**, and **Rotate** tools to position them naturally.
4. Group nearby objects together (e.g., forest patch or graveyard corner).

5. Don't over-clutter, leave space for the player to move around.

 **Checkpoint Evidence:** Screenshot showing at least 5 detailed objects with good placement (not floating or intersecting terrain). Use a wide angle to show overall layout.

Checkpoint Rubric:

- At least 5 placed objects match theme
- Props are well-positioned, scaled realistically
- Objects grouped to tell a story (e.g., campsite, ritual circle)

Self-Note:

What detail or prop gave your world the most personality?

Editor Notes – Build Card 2:

- Add a 60s walkthrough video demoing the Toolbox and model placement.
- Include side-by-side comparison: plain terrain vs terrain + story objects.
- Interactive checklist format again (tick boxes).

Concept Snap – What You Just Did

You added props that match your world's theme. These small touches help players understand the story or emotion without any words.

Key Terms:

- **Toolbox** – Roblox Studio's library of models, meshes, and scripts
- **Props** – Non-player objects that help build the story
- **Transform Tools** – Move, Scale, and Rotate used to adjust object placement

Micro-Quiz (Drag & Drop):

Match the Tool or Concept to the Action:

- Toolbox → “Find pre-built models like trees or fences”
- Scale Tool → “Resize a spooky tree to make it loom”
- Grouping Props → “Tell a story with object placement (e.g., campfire circle)”

Editor Notes – Concept Snap:

- Use a screenshot with labeled objects (e.g., tree, stone circle, graveyard).
- Flashcard bullets:
 - Toolbox → “Find models for your scene”
 - Props → “Add detail and emotion to your world”
 - Transform Tools → “Adjust size, angle, and position”
- Quiz must be completed to unlock next card.

Replay Twist (Optional Challenge)

Try this:

Instead of Toolbox props, create your own simple models using Parts and Unions!

Editor Notes – Replay Twist:

- *Unlock badge for DIY-only builds*

Build Card 3 – “Guide the Player with Paths and Landmarks”

Goal:

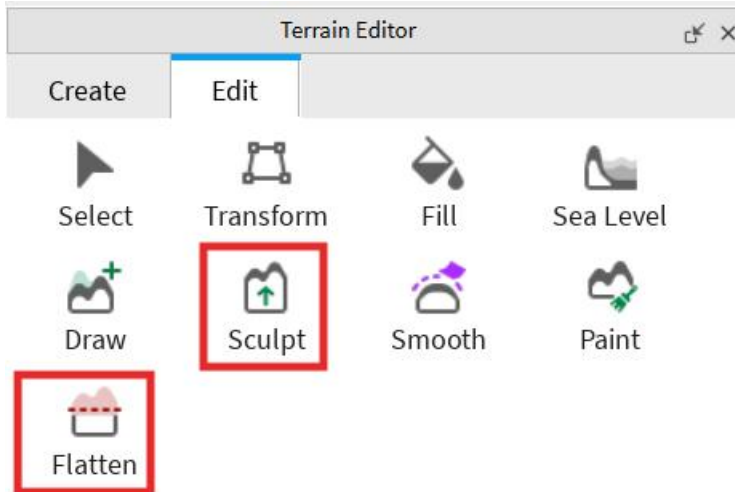
Shape your terrain and place landmarks to guide players where to go without arrows or popups.

Start File:

Your terrain + detailed world from Build Card 2

Task Steps:

1. Ask yourself: “Where should players go first?”
2. Use the **Sculpt** and **Flatten** tools to carve gentle paths or dramatic trails through hills, forests, or cliffs.



3. Add Landmarks- Use tall objects or unique models (e.g., towers, statues, glowing trees) to draw attention. Place them where you want players to walk toward.
4. Use Color & Light to Lead the Eye:
 - Fantasy: Use glowing objects, brighter lighting on path edges
 - Horror: Use lanterns or torches, moonlight glows in open space
5. Press **Play**, walk the map, and see if navigation feels natural.

📹 Checkpoint Evidence: Short GIF (or screenshot series) showing your terrain path and how a player might walk toward a key landmark.

📋 Checkpoint Rubric:

- A clear path exists through the world (not random terrain)
- At least one large or glowing object is used as a landmark
- Lighting or placement subtly draws attention forward
- Evidence includes timestamp

Self-Note:

Did your world feel easy to explore without signs? What did you adjust after testing?

Editor Notes – Build Card 3:

- *Include short screencapture of a playthrough from player view*
- *Before/after clip of path sculpting*

💡 Concept Snap – What You Just Did

You shaped terrain and used visual cues to lead the player's movement. This is called **Environmental Design**, using the world itself to tell players where to go.

Key Terms:

- **Path Sculpting** – Editing terrain to create walkable routes
- **Landmark** – A standout object players notice and move toward
- **Environmental Design** – Guiding players using layout, light, and contrast

Micro-Quiz (MCQ):

Which of these helps guide a player without arrows?

- A. Random scattered objects
- B. Fog blocking everything
- C. A glowing statue in the distance (✓)
- D. Invisible walls

Editor Notes – Concept Snap:

- *Use screenshot from a learner map with arrows pointing to subtle path cues*
- *Flashcard bullets:*
 - *Path Sculpting → “Flatten, smooth, or carve walkways”*
 - *Landmark → “A bold object that draws attention”*
 - *Environmental Design → “Lead the player with terrain and light”*
- *MCQ must be correct to continue*

Replay Twist (Optional Challenge)

Try this:

Build two diverging paths: one easy, one hidden (but rewarding). Add clues to each using props or lighting.

Editor Notes – Replay Twist:

- *Optional “Explorer’s Route” badge unlock*