



GRADE 4-8

FROM PLAYER TO CREATOR

Roblox Game Development

Course Outline

Course Snapshot

DURATION

12 Weeks

CLASSES

24 Classes (2x/week, 60 min)

FORMAT

Live Online & In-Person (Kathmandu)

BATCH SIZE

Maximum 8 Students

PLATFORM & TOOLS

Roblox Studio, Lua Scripting

DEVICE NEEDED

Laptop or Desktop, Stable Internet (Not Compatible with Chromebooks)

CERTIFICATE

YCA Roblox Game Development Completion Certificate

Our Teaching Approach

- Live, instructor-led classes that move from Roblox Studio basics to real Lua scripting.
- Hands-on practice every session, with a new mechanic added to a real game.
- Project-based learning, with seven real games your child builds and can publish.



SYLLABUS



Roblox Game Development

12 weeks · 24 classes, from the Roblox Studio interface to a published, playable game.

MODULE 1 Introduction to Roblox Studio

Week 1-2

- Navigating the Roblox Studio interface and toolbox
- Building terrain, parts, and simple structures
- Understanding the Explorer and Properties panels

Project: Obstacle Course Challenge

MODULE 2 Scripting Basics with Lua

Week 3-4

- Introduction to Lua, variables, and scripts
- Events and simple conditionals
- Building a leaderboard with leaderstats

Project: Collect the Coins

MODULE 3 Player Movement and Mechanics

Week 5-6

- Player movement, jumping, and checkpoints
- Respawn systems and difficulty progression
- Testing for fairness and fun

Project: Tower Climb

MODULE 4 Game Systems and Scoring

Week 7-8

- Timers, countdowns, and win conditions
- Currency and reward systems
- Improving a game based on playtesting

Project: Racing Game

MODULE 5 NPCs and Interactive Worlds

Week 9–10

- Introduction to NPCs and basic AI behaviour
- Doors, keys, and puzzle logic
- Designing a game world with a clear objective

Project: Escape Room Adventure and Survival Game

MODULE 6 Polishing, Testing, and Publishing

Week 11

- Playtesting with classmates and gathering feedback
- Debugging common scripting errors
- Publishing a game to Roblox

MODULE 7 · WEEK 12

Final Project and Showcase

Planning an original game concept, building it independently, then presenting the finished, published game to the class.

