

Make Your First Roblox Game

A step-by-step beginner guide for teens and parents: Studio basics, your first obby, scripts, publishing, safety settings and what to build next.



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How to use this guide. Do one chapter per sitting with Studio open next to the guide. Every chapter ends with a short checklist. Type the code yourself instead of pasting it: you learn faster and spot your own typos.

Roblox is a trademark of Roblox Corporation; not affiliated. This guide is independent and is not sponsored or endorsed by Roblox Corporation. Studio menus change between updates: if a button has moved, use Studio's search box for its name.

For parents: read this first

Your child wants to make a game, not just play one. That's a great instinct: building teaches planning, problem solving, patience and a first taste of real programming.

What this guide is

- A step-by-step path from a blank Roblox Studio project to a small published obstacle course (an "obby").
- Written for ages about 10-16 working alone, or younger children working with a parent.
- Original text and diagrams by CyberMax. Roblox is a trademark of Roblox Corporation; not affiliated.

What it costs

Roblox Studio is free to download and use, and publishing a game is free. Nothing in this guide needs Robux or a paid add-on. Chapter 12 mentions optional CyberMax kits; they are extras, never required.

Safety, in short

- Set up Roblox's parental controls on your child's account before they publish (chapter 10 walks you through what to check).
- Agree a few house rules together: we use the template on page 18.
- Making a game is about learning and fun. Most first games don't earn money, and that's fine: this guide makes no income promises.

Parent boxes like this one appear in the guide where a grown-up should help or decide something: account settings, spending, who can edit the game, and what goes in the game's description.

What you need to supervise

A Windows PC or a Mac that can run Roblox Studio, about 30-60 minutes per session, and a quick check-in after chapters 9 and 10.

2. A tour of Studio

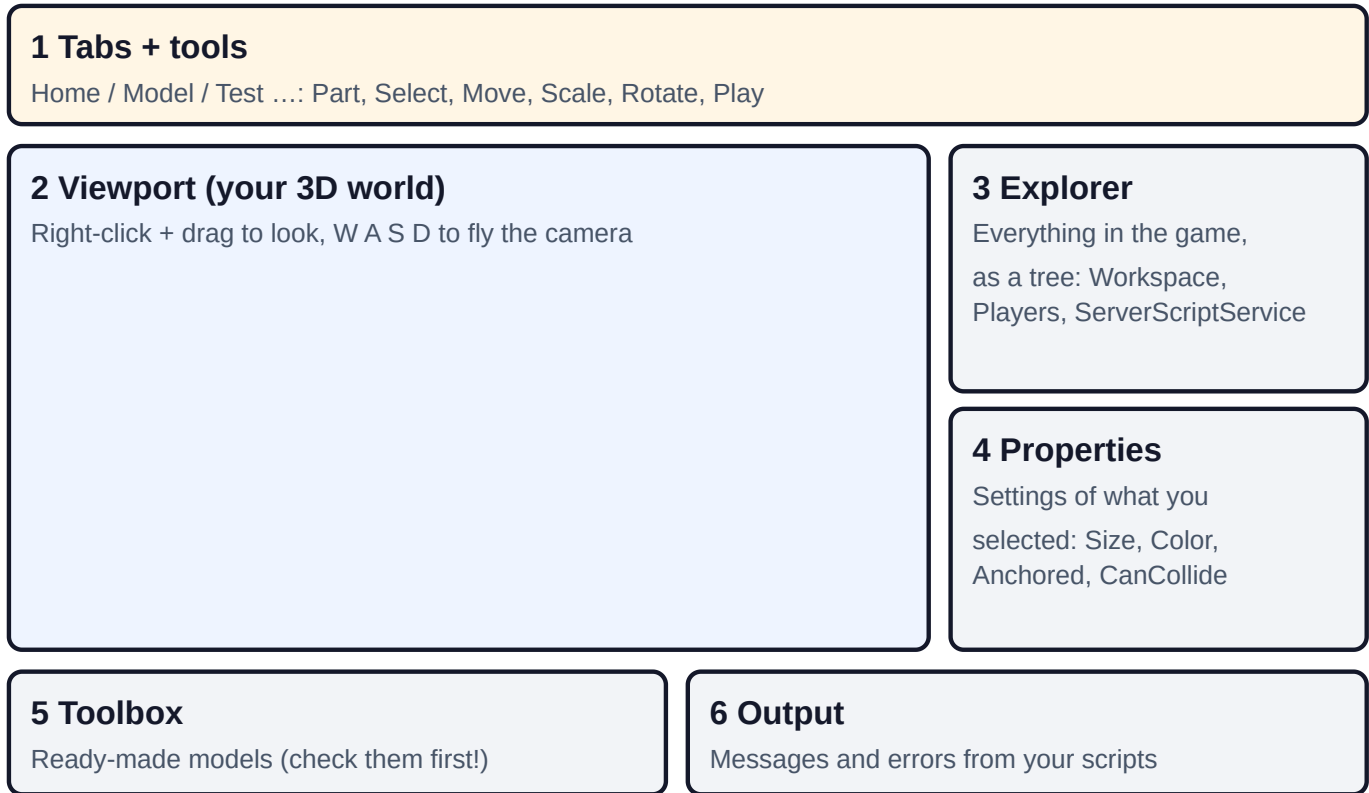


Diagram by CyberMax: a simplified map of the Studio window, not a screenshot.

The six areas

1. **Tabs and tools** along the top: the buttons you'll use most are Part, Select, Move, Scale, Rotate and Play.
2. **Viewport**: your 3D world. Hold the right mouse button and drag to look around; W A S D move the camera, Q and E go down and up.
3. **Explorer**: every object in the game as a tree. Your parts live in **Workspace**; scripts that run the whole game go in **ServerScriptService**.
4. **Properties**: the settings of whatever you selected.
5. **Toolbox**: models made by other people. Useful, but read the warning on page 17.
6. **Output**: messages and errors from scripts. If something doesn't work, look here first.

Can't see Explorer, Properties or Output? Open them from the **View** menu (or the window menu in newer Studio versions). Press **F** to zoom the camera onto whatever you selected.

4. Plan your first obby

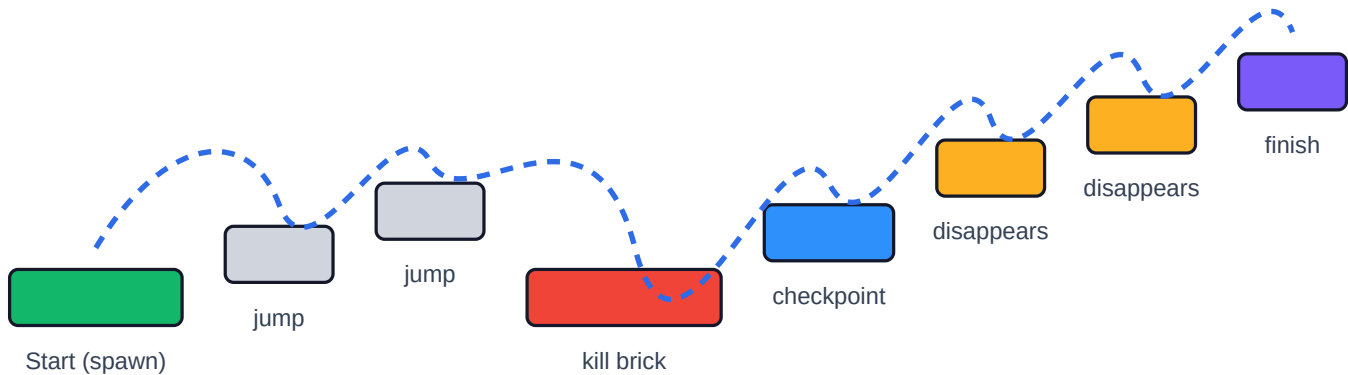


Diagram by CyberMax: the first obby you build in this guide, seen from the side.

Plan before you build. A good first obby has 8-12 sections, gets a little harder each time, and never surprises the player unfairly.

The recipe

1. **Start:** the spawn and a sign with the game's name.
2. **Warm-up:** 3 easy jumps.
3. **First danger:** a red kill brick with a clear safe path.
4. **Checkpoint** after every hard part, so players don't lose all progress.
5. **Twist:** disappearing platforms.
6. **Finish:** a purple pad that adds a win to the leaderboard.

Plan it here

#	Section idea	Difficulty 1-5
1		
2		
3		
4		
5		
6		
7		
8		