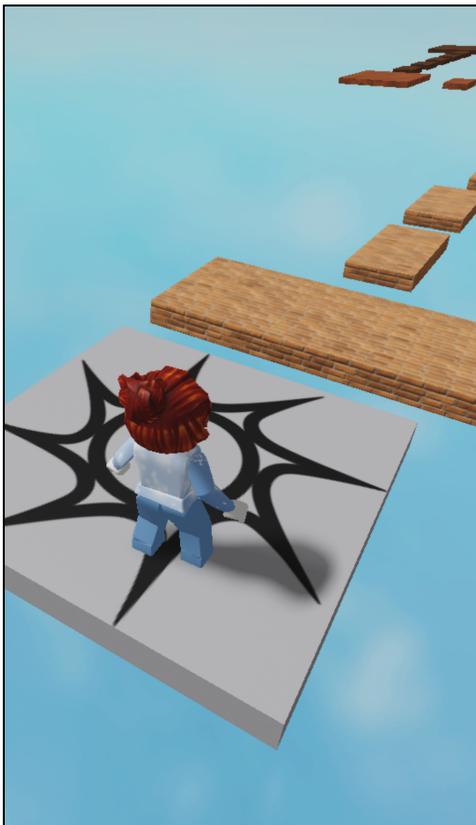


Course	Game Design in Roblox	Module	Creating Checkpoints
Slide Title	Introduction	Slide #	1

Visuals

Narration

Slide with course title and module title



PONGOS LEARNING LAB

GAME DESIGN IN ROBLOX

Creating Obby Checkpoints



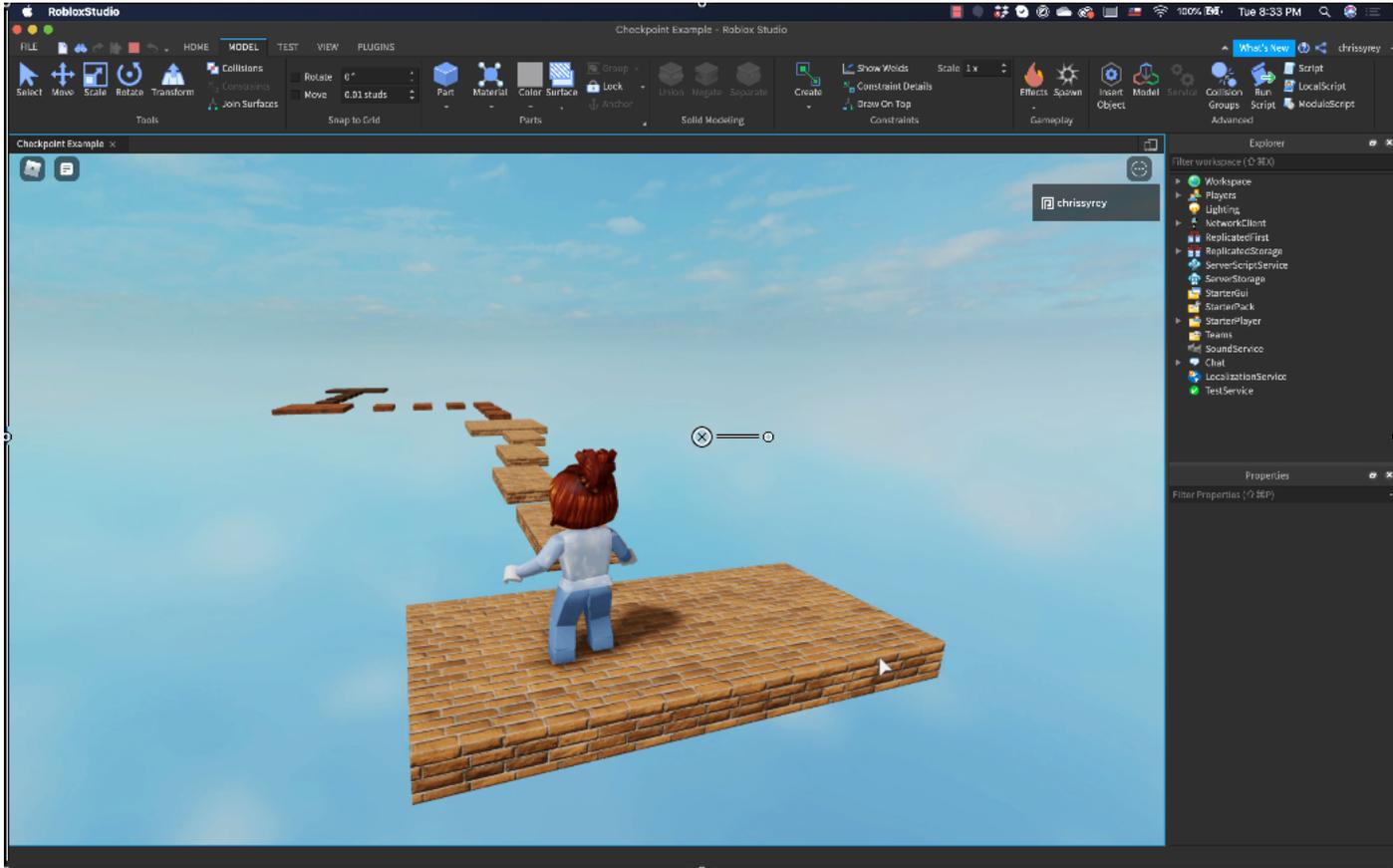
Welcome to Game Design in Roblox. I'm Chrissy Rey with Pongos Learning Lab. In this module, you'll learn how to create checkpoints for your obby.

Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	Checkpoints are Important	Slide #	2

Visuals

Video showing a player running off an obby and having to respawn at the beginning.



Narration

Checkpoints are great for saving progress during gameplay. Without a checkpoint, any time the player dies, they'll have to respawn at the beginning of the game. That can be especially frustrating with obby-type games. You don't want players to rage quit your game because they keep falling from a tricky obstacle. Adding checkpoints can really improve the gameplay experience.

Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	The Roblox Teams Service	Slide #	3

Visuals	Narration
<p>Slide showing Checkpoint = Team + SpawnLocation</p> <div data-bbox="45 285 1549 1128" style="border: 1px solid black; padding: 40px; text-align: center;"><h1>Checkpoint = Team + SpawnLocation</h1></div>	<p>For this module, we're going to use the Roblox Teams Service to manage our checkpoints. This is an easy, code-free way to manage checkpoints. Each checkpoint in the game consists of a Team and a SpawnLocation. The Teams service will keep track of which players are on each team, and if a player dies, they will respawn on the SpawnLocation associated with their team.</p>

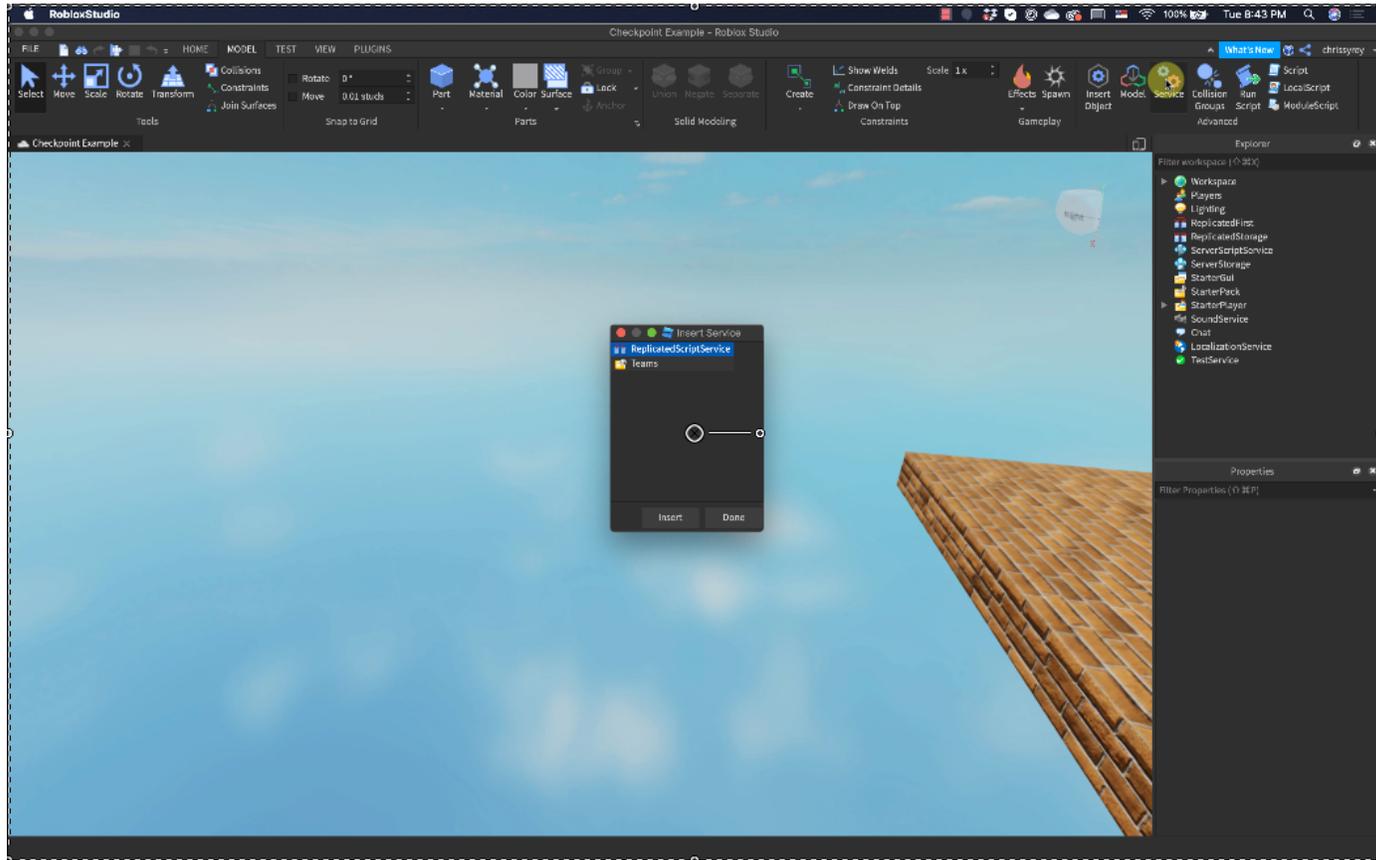
Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	The Roblox Teams Service	Slide #	4

Visuals

Narration

Video demonstrating how to Insert the Roblox Teams Service



You should have already created a basic obby course in the previous module, with placeholders for your checkpoints. Open that in Roblox Studio.

To add the Teams service, go to the Model menu and find the Service button. It's in the Advanced section of the menu and looks like a blue gear and a red gear. Click the button and then when the Insert Service window opens, select Teams and click Insert. Click Done and then check the Explorer to make sure the Teams service was added.

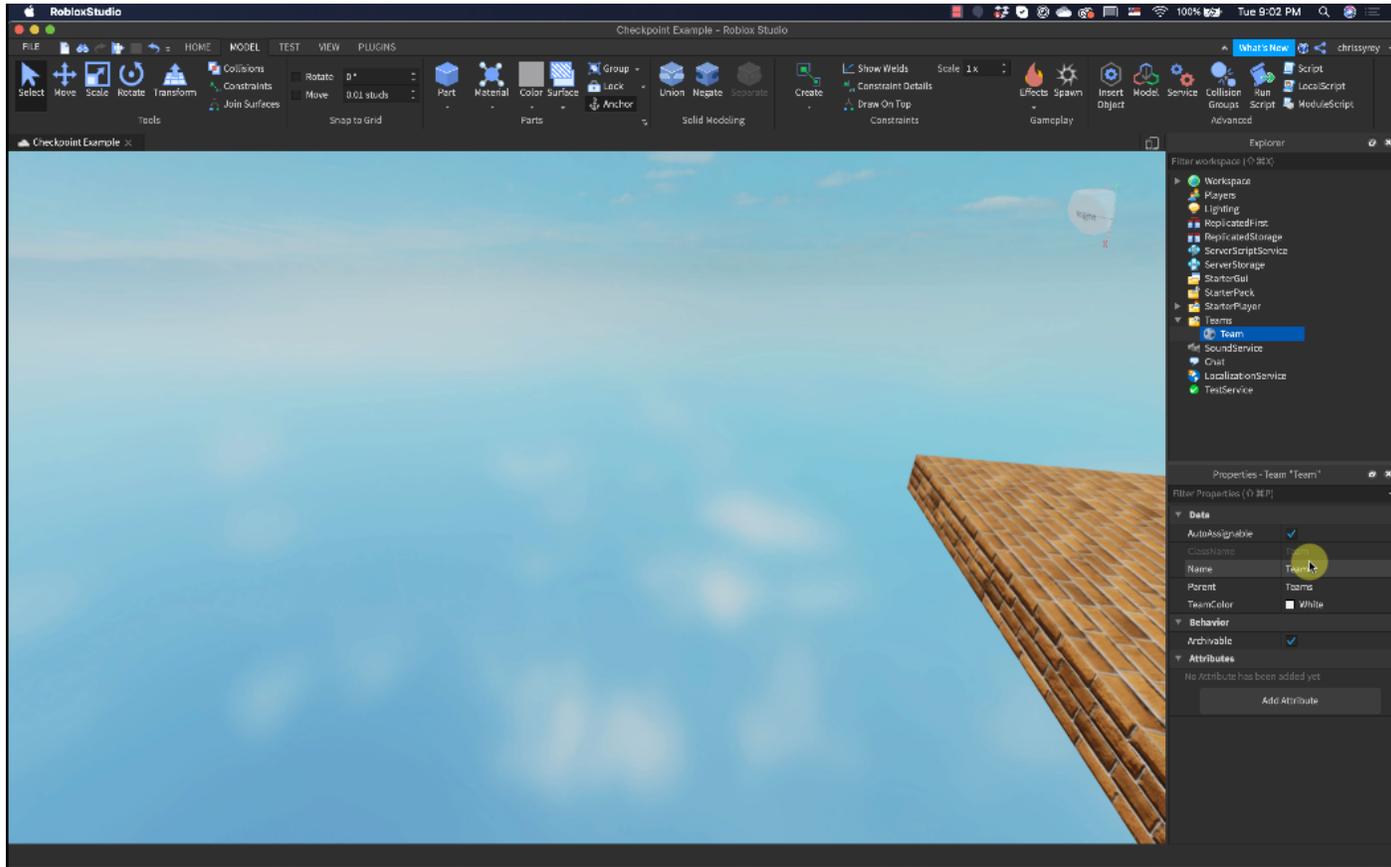
Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	Adding and Configuring a Team	Slide #	5

Visuals

Narration

Video demonstrating how to add and configure a Team



A single checkpoint in the obby will consist of a Team and a Spawn Location. Let's add our first Team. To do that, first locate the Teams service in the Explorer window.

Move your mouse over the Teams service, click the "plus" button, and then select Team from the menu. After the Team is added, select it in the Explorer.

Set the team's Name to Level and Team Color to Really Red. Each team needs a unique TeamColor.

This team is for the first checkpoint, where players should load when they start the game, so make sure that AutoAssignable is checked.

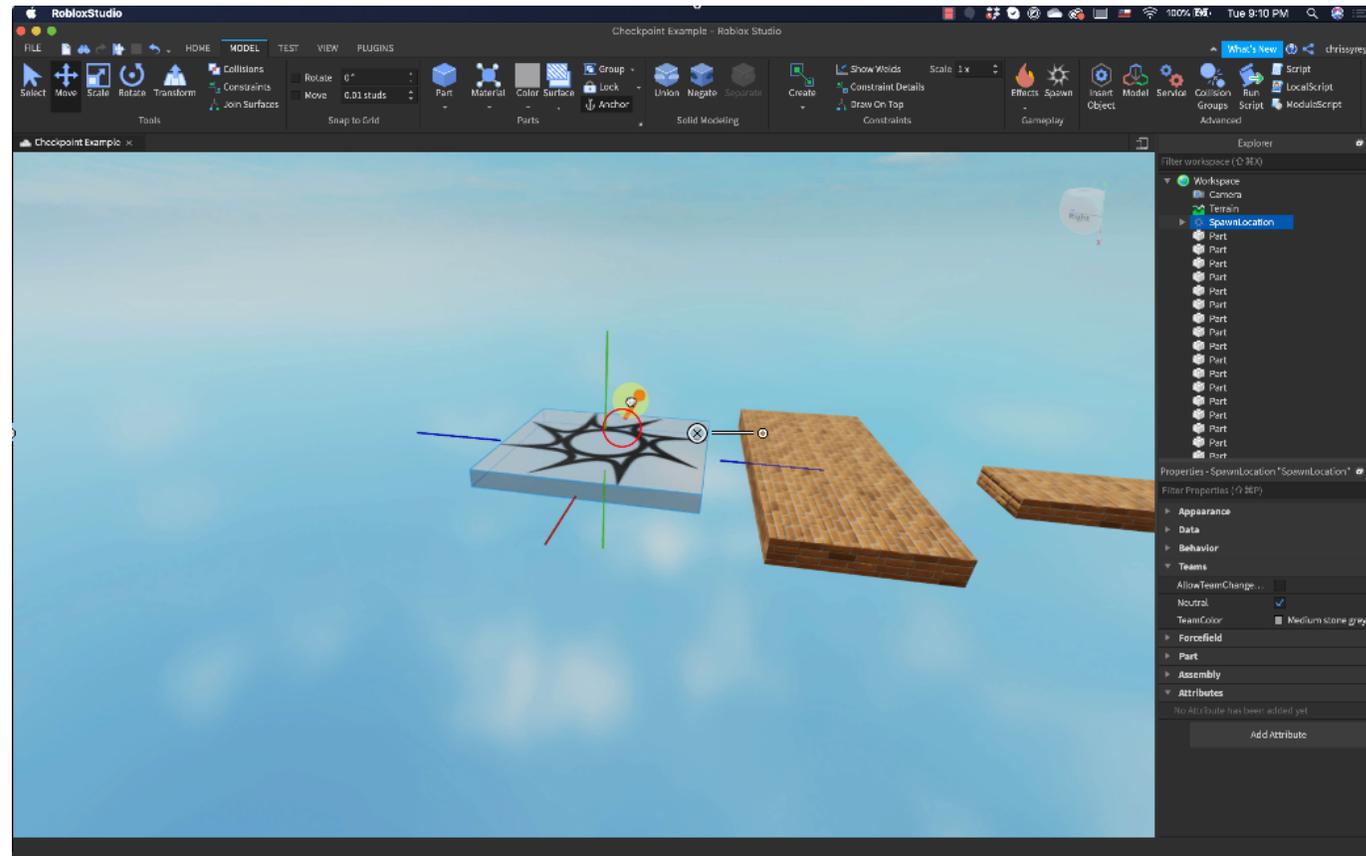
Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	Add and Configure a SpawnLocation	Slide #	6

Visuals

Narration

Video demonstrating how to add and configure a SpawnLocation



Each Team needs to have a corresponding SpawnLocation. In the Model menu, click the SpawnLocation button. After the SpawnLocation is added, use the Move tool to position it where you want it to go. Then make sure the SpawnLocation is still selected and look in the Properties panel. Find the Teams section. Check AllowTeamChangeOnTouch, uncheck Neutral, and set the TeamColor to Really Red. Make sure the TeamColor for the SpawnLocation matches the TeamColor for the Team; that's how Roblox keeps track of them.

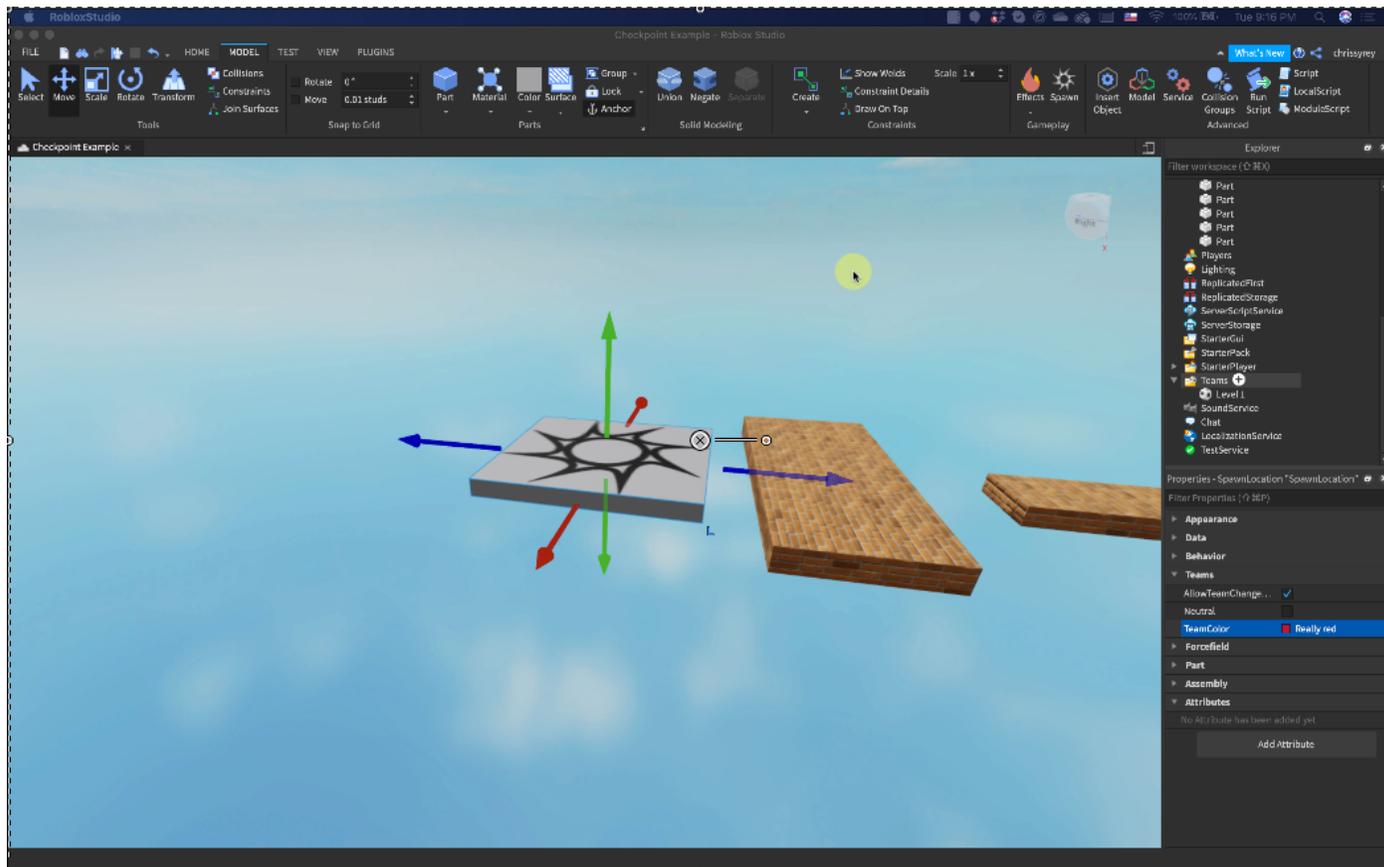
Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	Add More Checkpoints and Test	Slide #	7

Visuals

Narration

Video demonstrating how to add checkpoint 2.



A single checkpoint isn't going to do much for your game, so you will need to add some more. First, add the Team. Set the Name to Level 2 and set the TeamColor to Really Blue. For this team, because it's not the first one, let's uncheck AutoAssignable.

Now add another SpawnLocation. Check AllowTeamChangeOnTouch, uncheck Neutral, and set the TeamColor to Really Blue. Remember that the TeamColor for the Team and SpawnLocation must match.

Notes

Course	Game Design in Roblox	Module	Creating Obby Checkpoints
Slide Title	Add More Checkpoints and Troubleshoot	Slide #	8

Visuals	Narration
<p>Slide with troubleshooting tips</p> <div data-bbox="25 285 1528 1128" style="border: 1px solid black; padding: 20px;"><ul style="list-style-type: none"> AutoAssignable (except Level 1) AllowTeamChangeOnTouch Neutral TeamColor</div>	<p>Keep adding checkpoints until you have the whole game covered. Remember: each checkpoint consists of a Team and a SpawnLocation, matched together with the same TeamColor.</p> <p>Test the obby after you add each checkpoint, to make sure it works. If you find that something doesn't work, double check the most recent Team to make sure AutoAssignable is unchecked and the Team has a unique TeamColor. Then check the SpawnLocation to make sure AllowTeamChangeOnTouch is checked, Neutral is unchecked, and the TeamColor matches the TeamColor you selected for the Team.</p> <p>I hope you found this module helpful, and look forward to seeing your updated obbys in the next module. Make sure you publish your obby, so you have it for next time.</p>

Notes