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**Visuals**

**Narration**

**Slide with course title and module title**



PONGOS LEARNING LAB

# GAME DESIGN IN ROBLOX

Publishing and Sharing an Obby



Welcome to Game Design in Roblox. I'm Chrissy Rey with Pongos Learning Lab. In this module, you'll learn how to publish and share your finished obby.

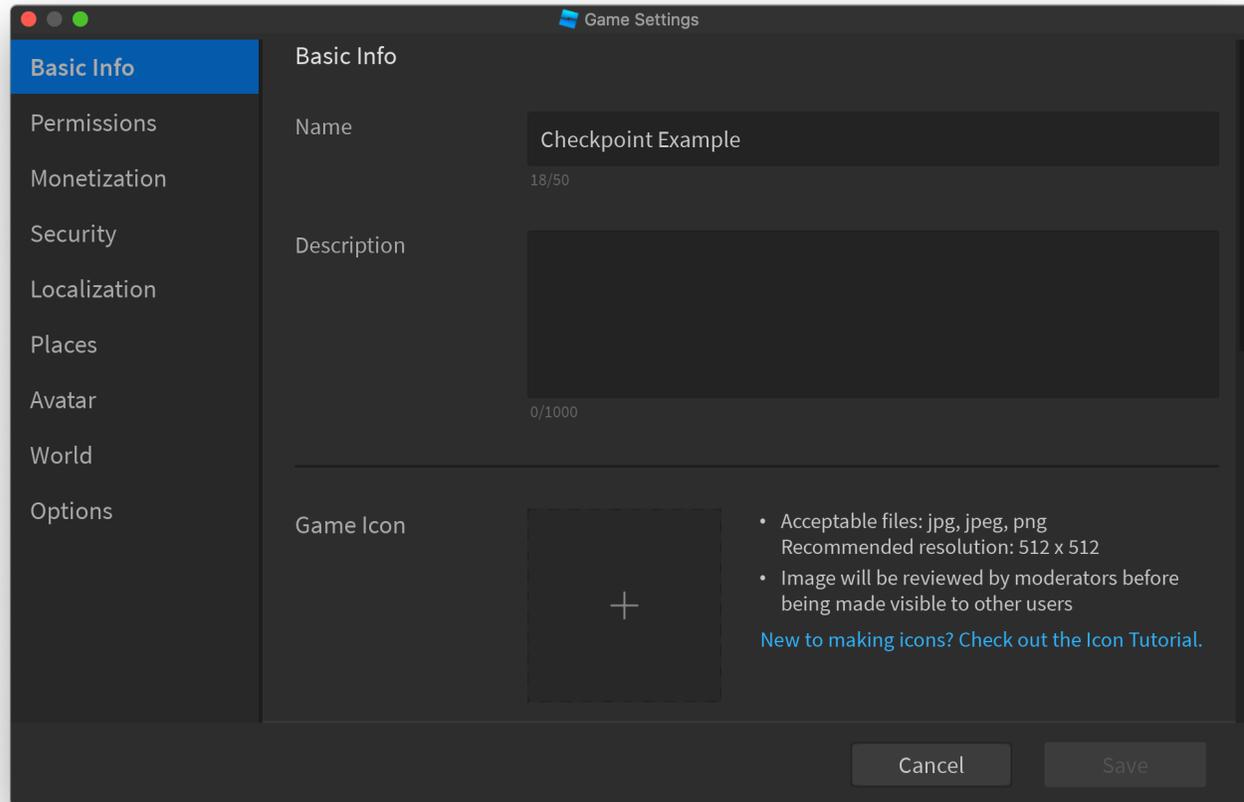
**Notes**

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#### Show the Game Settings Basic Info, Permissions, and Monetization screens



Start off by making any final tweaks to your obby in Roblox Studio. When you're done, go to the Home menu and click the Game Settings button to open the Game Settings Window. In the Basic Info tab, you can change the Name, Description, and Game Icon for your obby. We don't cover creating the Game Icon in this class, but you can easily create one using Canva, Photoshop, or some other graphic editing Software.

Next look at the Permissions tab. Select Public, so anyone can play the game, and then click Save.

Close the obby and locate it in the My Games tab.

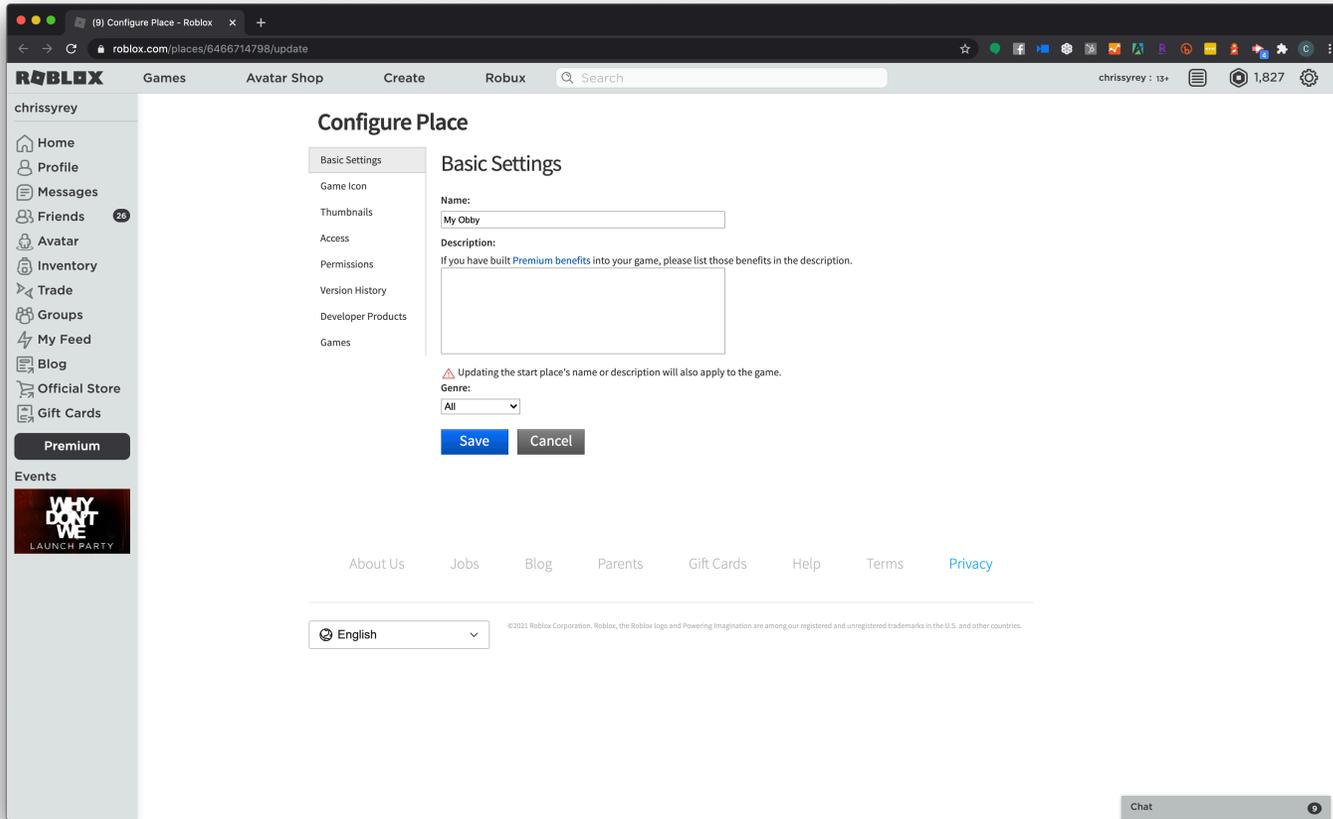
### Notes

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#### Show the Configure Place screens



Move your mouse over the obby in the My Games tab. Click on the 3 dots in the top right corner of the thumbnail and choose Configure Place. That will open the Configure Place page in a web browser. Some of the settings in these screens are the same as the ones you found in the Game Settings Window. For example, in the Basic Settings screen, you can change the name and description.

### Notes

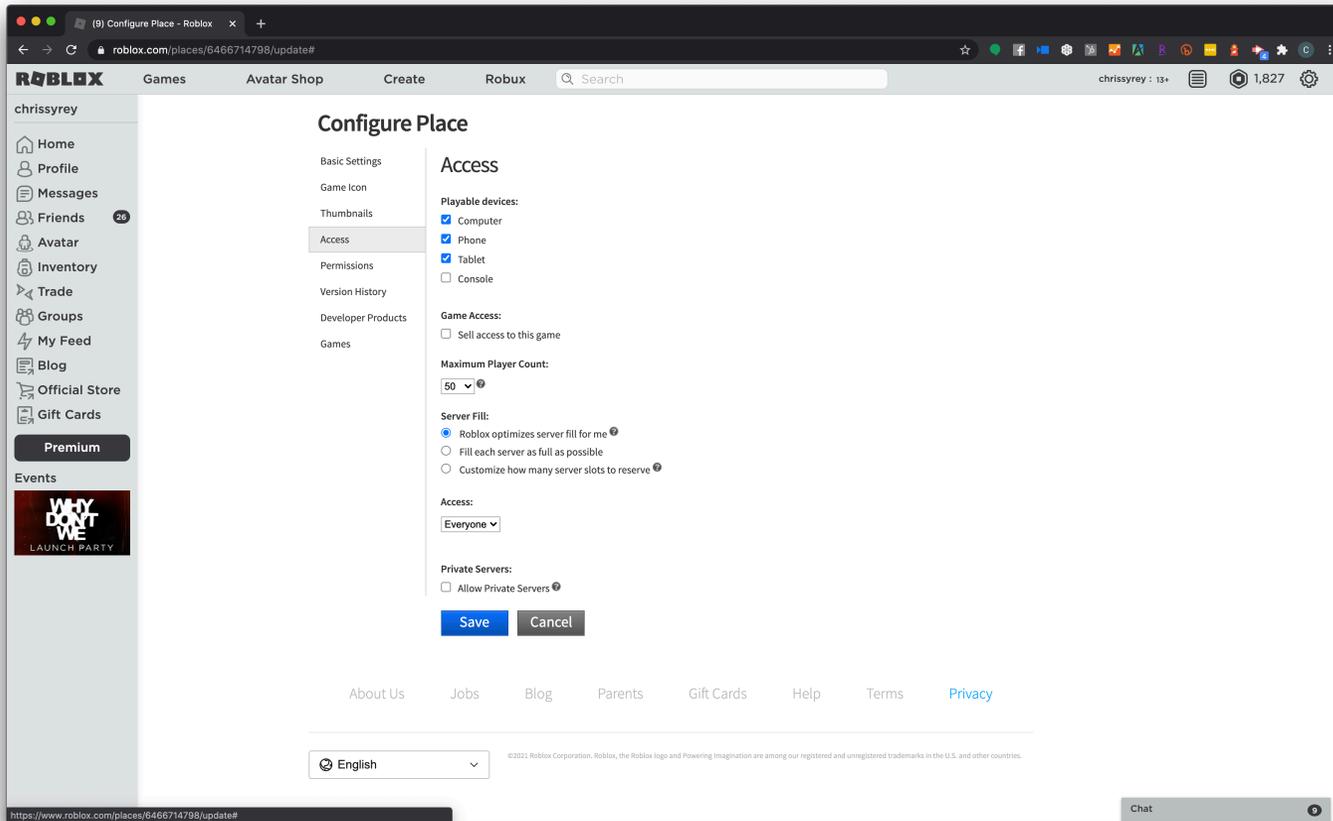
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#### Show the Configure Place Access screen

Next click the Access link in the Configure Place menu. On this screen you can monetize access to the game and private servers.



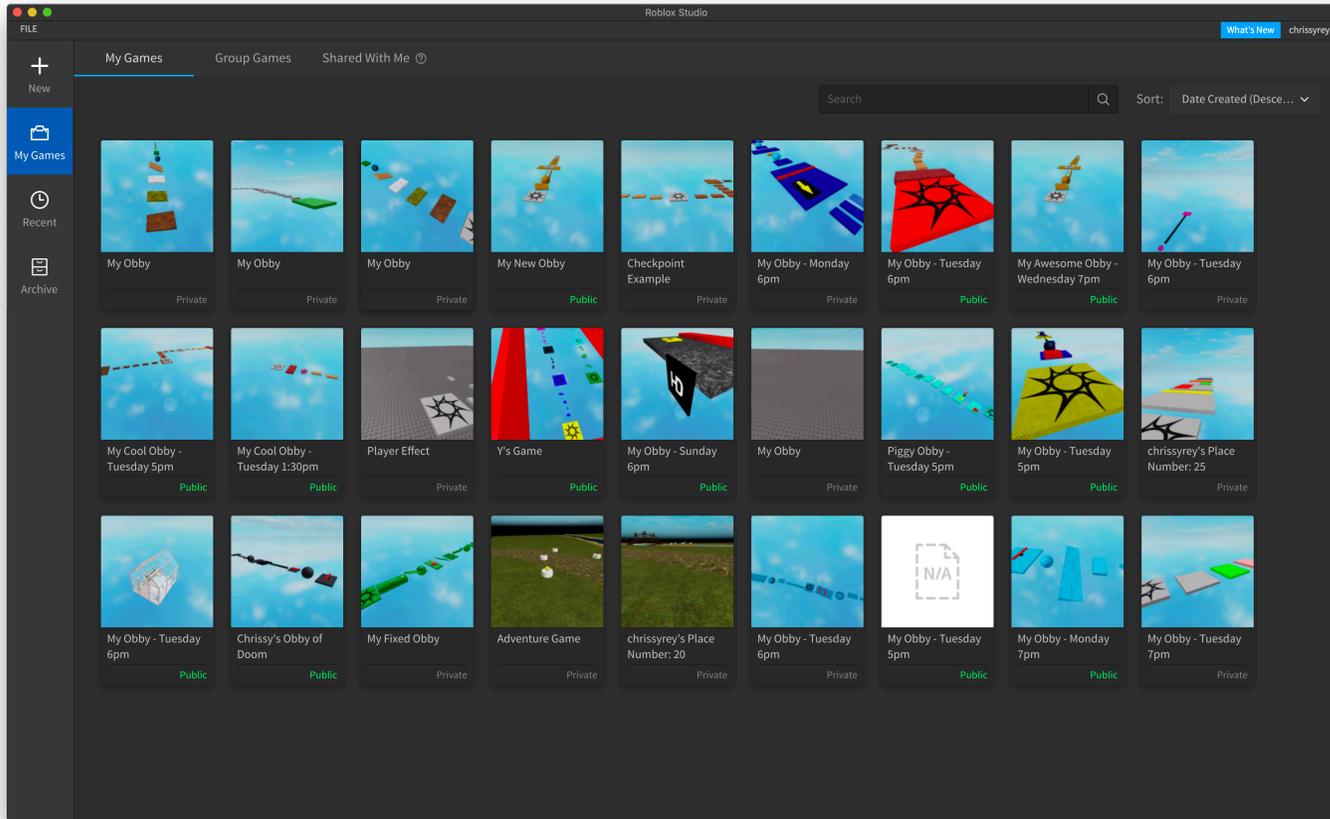
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#### Show the My Game screen



Go back into Roblox Studio. If you would like to share your Obby, move your mouse over its thumbnail, and click those 3 dots again. This time choose Share

### Notes