



Platform Game

Successfully published!

You may find this place in Platform Game



Close

Basic Info

Communication

Permissions

Monetization

Security

Places

Localization

Permissions

Playability

Who can play this game?

- Friends**
Friends on Roblox
- Public**
Anyone on Roblox
- Private**
Only developers of this game



Discover

Marketplace

Create

Robux

Search

Home

Recommended For You



Aftermath

82% Rating



Catalog Avatar Creator

91% Rating



The

8



learntocreatega...

13+



About

About

Tell the Roblox community about what you like to make, build, and explore..

Keep yourself safe, do not share personal details online.

Currently Wearing

Currently Wearing



Experiences



platform

Active
0

Experiences



platform

Active
0



pl

By @



Fav

Roblox



Time: 13s

To chat click here or press ! key







ROBLOX

SIGN UP AND START

Birthday

Month



Day

Username

Don't use your real name

Password

At least 8 characters

Gender (optional)



By clicking Sign Up, you are agreeing to the
the arbitration clause and you are acknowledging



Discover

M



Create

Robux



View As



learntocreategam... ▾



Home



Creations



Analytics



Finances ▾



Localization



Rights Manager



Ads ▾



Open Cloud ▾

QUICK LINKS

Welcome back to Creator Hub

Get Started

Watch a quick introduction to creating on Roblox, then jump



Get Roblox Studio

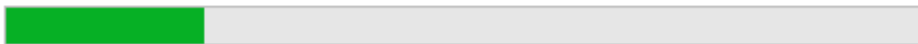
Use our all-in-one creation engine to build anything you can imagine



Download



Installation de : Roblox Studio...



Annuler

+
New


My Games


Recent


Archive

Get Started

Take the Studio Tour

Create your first project in Studio with our quick introductory tour.

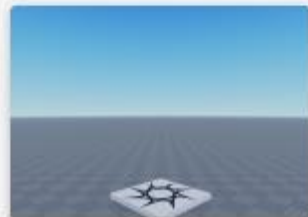
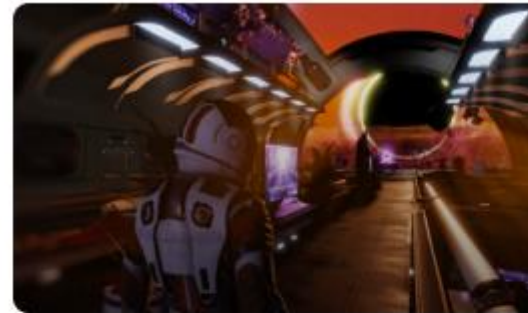
START TOUR


















Learn with tutorials

Continue your journey with our tutorials, and discover how to build and script complete experiences in Studio.

OPEN TUTORIALS



FILE  HOME MODEL AVATAR TEST VIEW PLUGINS

| | | | | | | | | | |
|--|--|---|--|--|--|---|---|--|--|
|  Paste |  Copy  Cut  Duplicate |  Select  Move  Scale  Rotate | Mode: Geometric <input type="checkbox"/> Collisions <input type="checkbox"/> Join Surfaces |  Editor Terrain |  Toolbox Insert |  Part |  UI |  Import 3D File |  Color |
|--|--|---|--|--|--|---|---|--|--|

Toolbox

Terrain Editor

Toolbox

Models

- Models
- Plugins
- Audio
- Images
- Meshes
- Videos
- Fonts

Trending

Double Jump /...

Essential

Explorer

Filter workspace (Ctrl+Shift+X)

- Workspace
- Players
- Lighting
- MaterialService
- ReplicatedFirst
- ReplicatedStorage
- ServerScriptService
- ServerStorage
- StarterGui
- StarterPack
- StarterPlayer
- Teams
- SoundService

Properties - Players "Players" 🔍 ✕

Filter Properties (Ctrl+Shift+P) ▾

▼ **Data**

| | |
|------------------|-------------------------------------|
| Archivable | <input checked="" type="checkbox"/> |
| BubbleChat | <input type="checkbox"/> |
| ClassicChat | <input checked="" type="checkbox"/> |
| ClassName | Players |
| LocalPlayer | |
| MaxPlayers | 30 |
| Name | Players |
| Parent | Place1 |
| PreferredPlayers | 30 |
| RespawnTime | 3 |
| Uniqueld | 665034893dbeae2a06d63cca00000307 |

▼ **Behavior**

Toolbox

Terrain

Toolbox 🔍 ✕

Models ▾ 🔍

Explorer 🔍 ✕

▼ Filter workspace (Ctrl+Shift+X) ▾

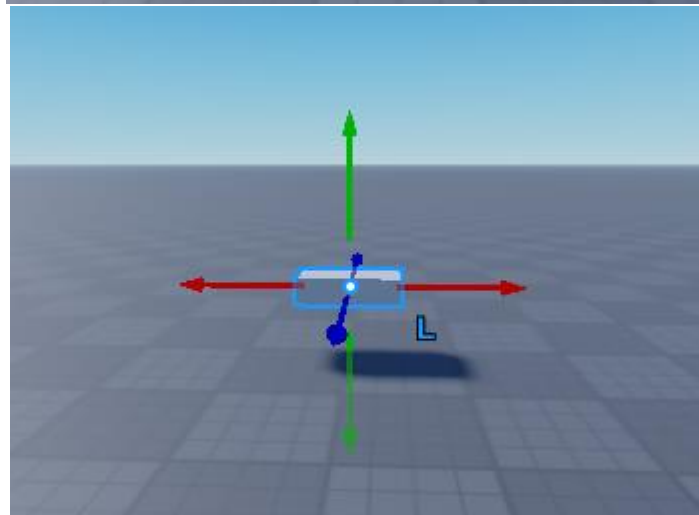
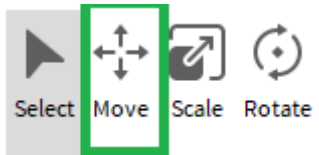
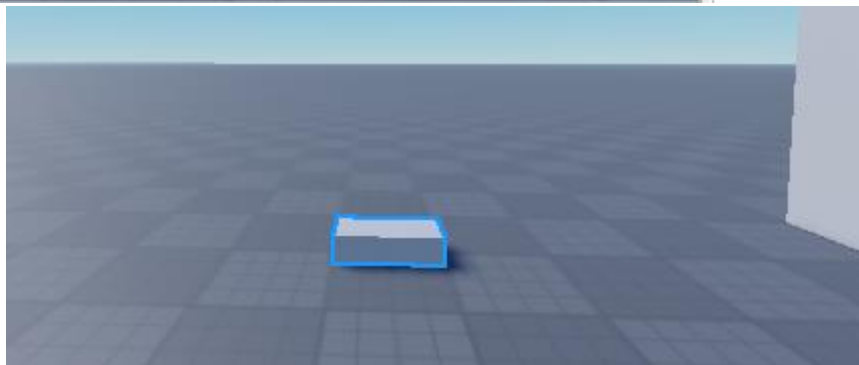
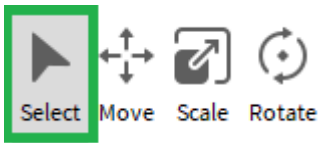
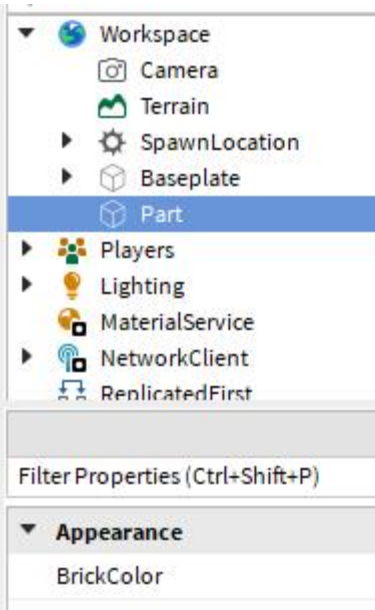
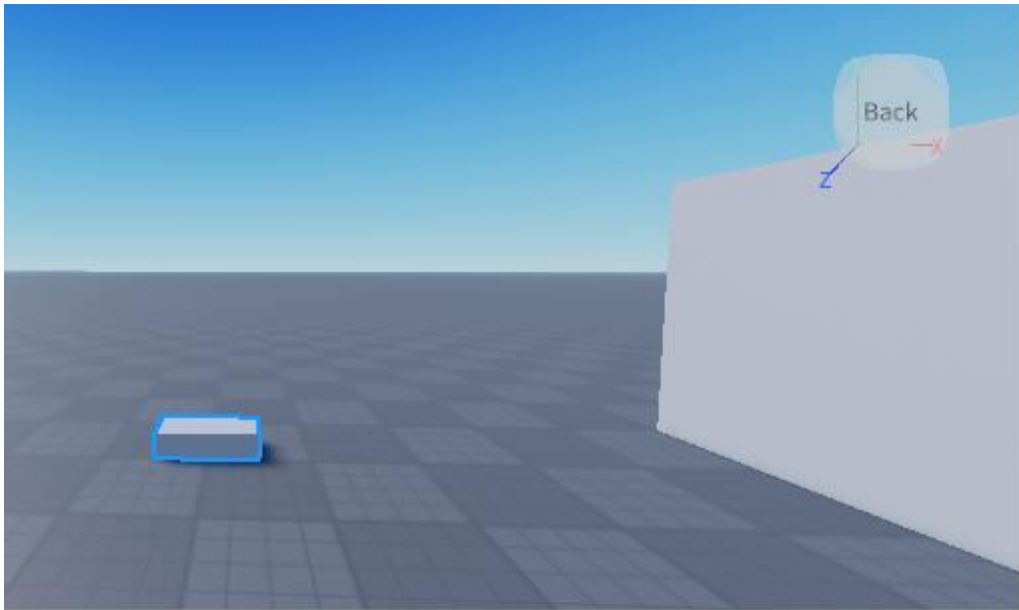
- ▶ Workspace
- ▶ Players
- ▶ Lighting
- ▶ MaterialService
- ▶ ReplicatedFirst
- ▶ ReplicatedStorage

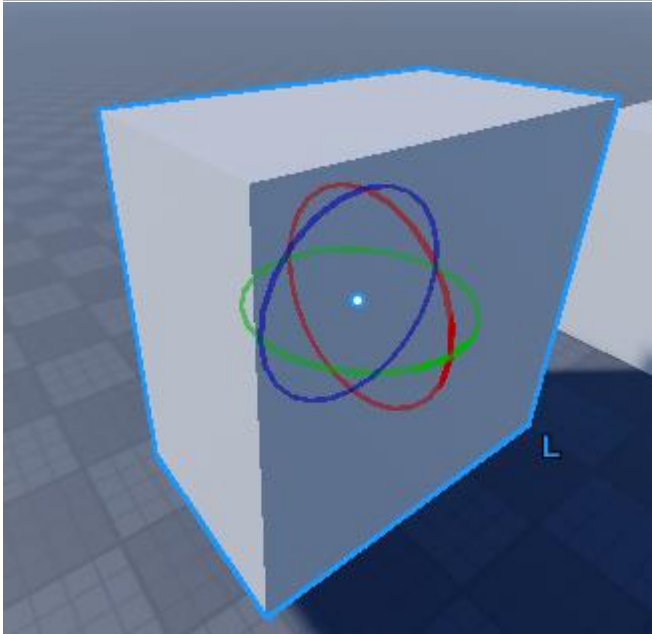
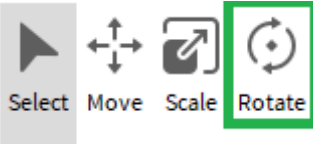
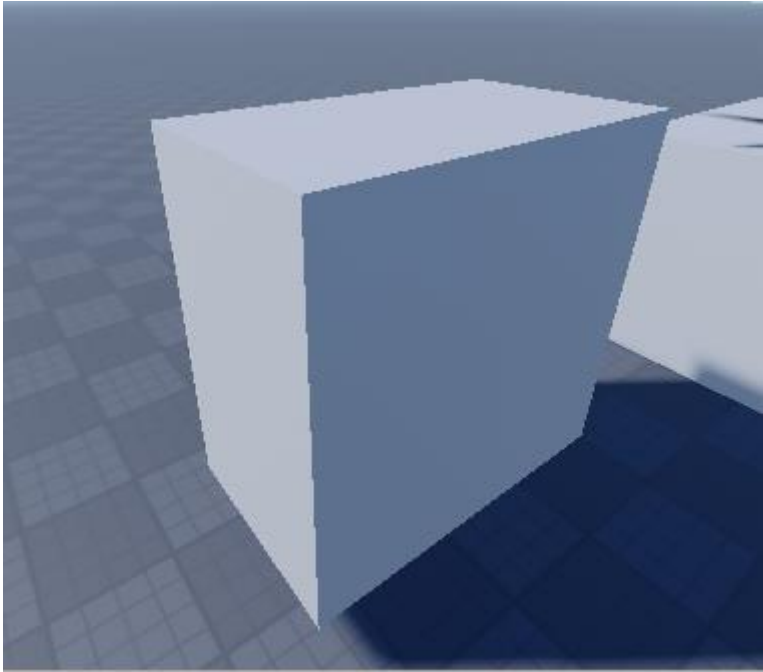
Properties - Players "Players" 🔍 ✕

Filter Properties (Ctrl+Shift+P) ▾

▼ **Data**

| | |
|-------------|-------------------------------------|
| Archivable | <input checked="" type="checkbox"/> |
| BubbleChat | <input type="checkbox"/> |
| ClassicChat | <input checked="" type="checkbox"/> |
| ClassName | Players |





Clipboard: Paste, Copy, Cut, Duplicate

Tools: Select, Move, Scale, Rotate

Mode: Geometric

Collisions

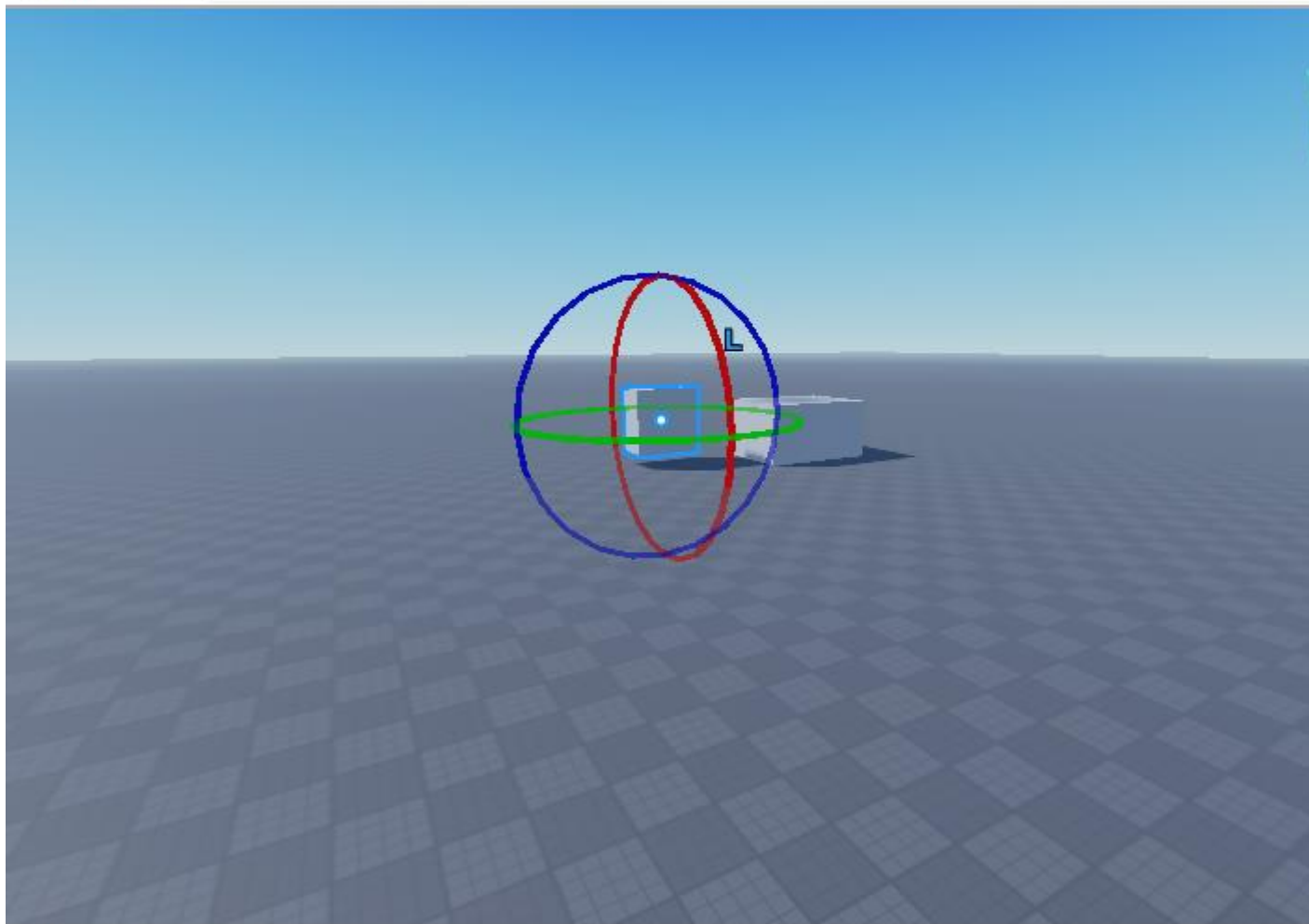
Join Surfaces

Terrain: Editor

Insert: Toolbox, Part, UI

File: Import 3D, Color

First Game X



Run a command

Clipboard: Paste, Copy, Cut, Duplicate

Tools: Select, Move, Scale, Rotate

Mode: Geometric

Collisions:

Join Surfaces:

Terrain: Editor

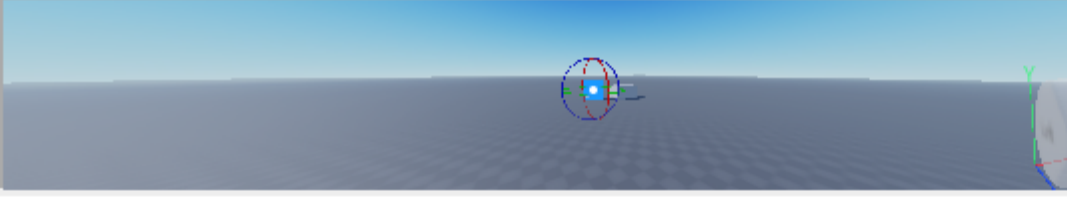
Insert: Toolbox, Part, UI

File: Import 3D, Color M

Empty Docking Area

Empty Docking Area

First Game x



Empty Docking Area

Empty Docking Area

Run a command

FILE [Icons] HOME MODEL AVATAR TEST VIEW PLUGINS

Paste Copy Cut Duplicate
Clipboard

Select Move Scale Rotate
Tools

Mode: Geometric
 Collisions
 Join Surfaces

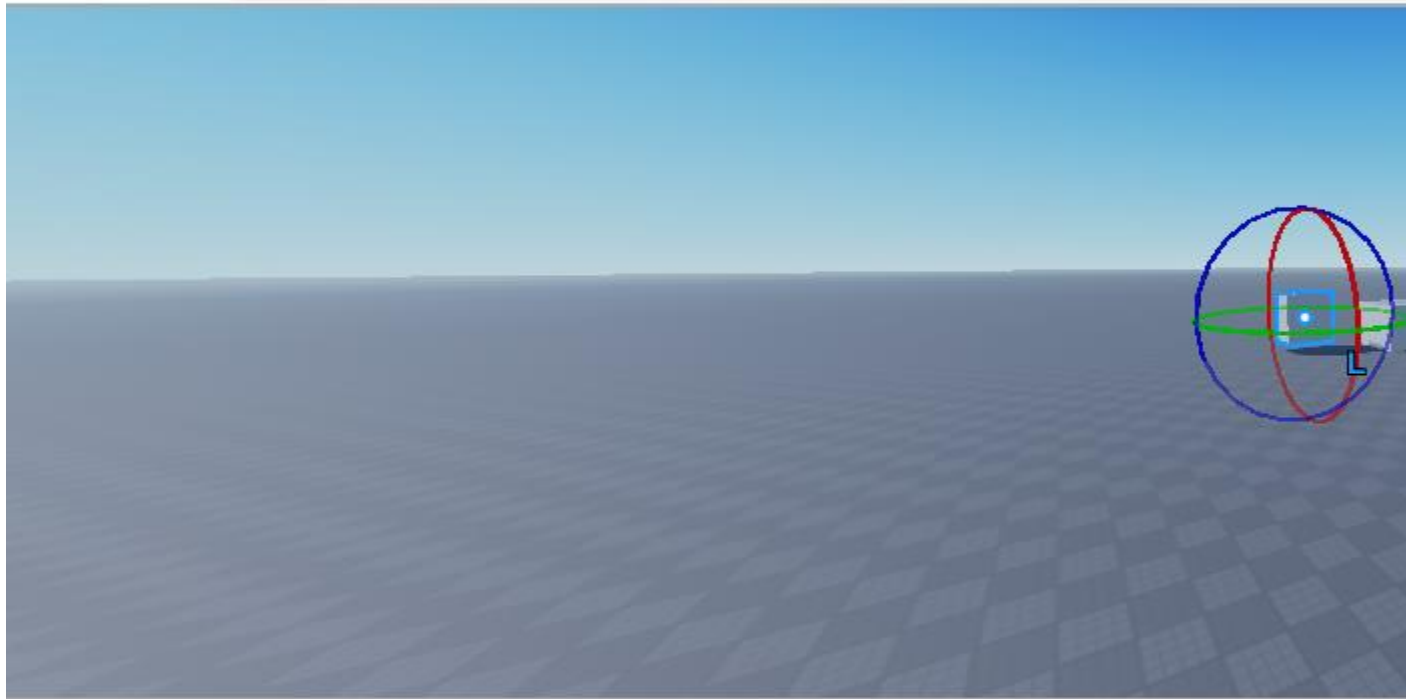
Editor Terrain

Toolbox Part UI
Insert

Import 3D File

Color

First Game x



Explorer

Filter workspace (Ctrl+Shift+X)

- Workspace
 - Camera
 - Terrain
 - ▶ SpawnLocation

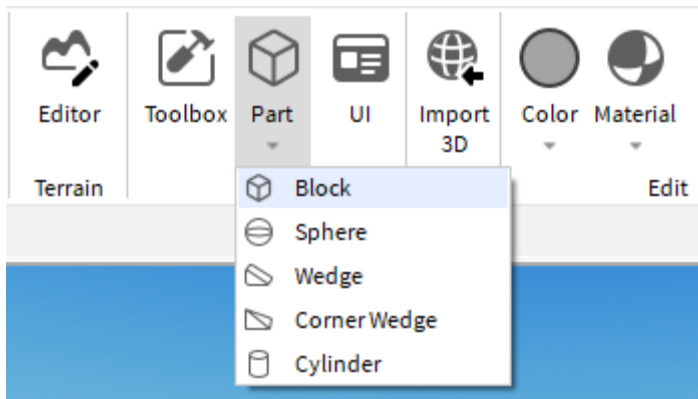
Properties - Part "Part" Output Explorer

Run a command

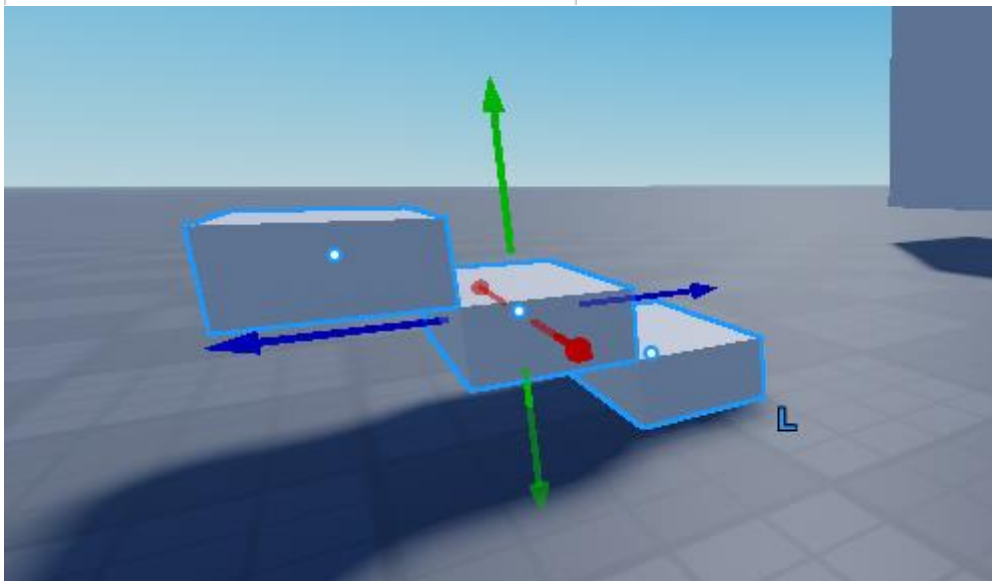
FILE [Icons] HOME

Explorer Properties

Show



| | | |
|--|-----------|--------|
| | Duplicate | Ctrl+D |
| | Delete | Del |
| | Rename | F2 |



| | | |
|--|-------------------|------------|
| | Delete | Del |
| | Group As a Model | Ctrl+G |
| | Group As a Folder | Ctrl+Alt+G |

Filterworkspace (Ctrl+Shift+X)

- staircase
 - box1
 - box2
 - box3

Filterworkspace (Ctrl+Shift+X)

- Model
 - box1
 - box2
 - box3

Toolbox

Models

Categories

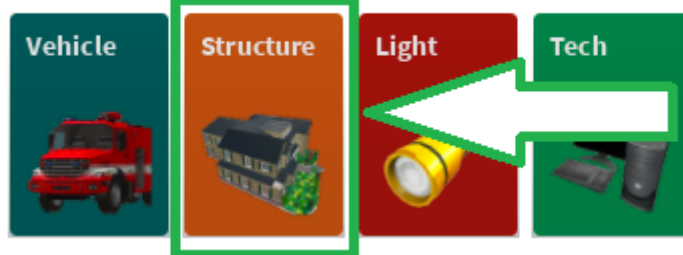
See All >



Models

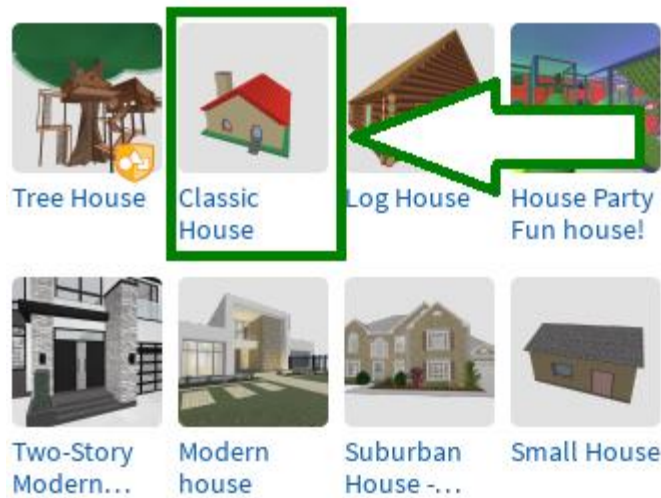
Categories

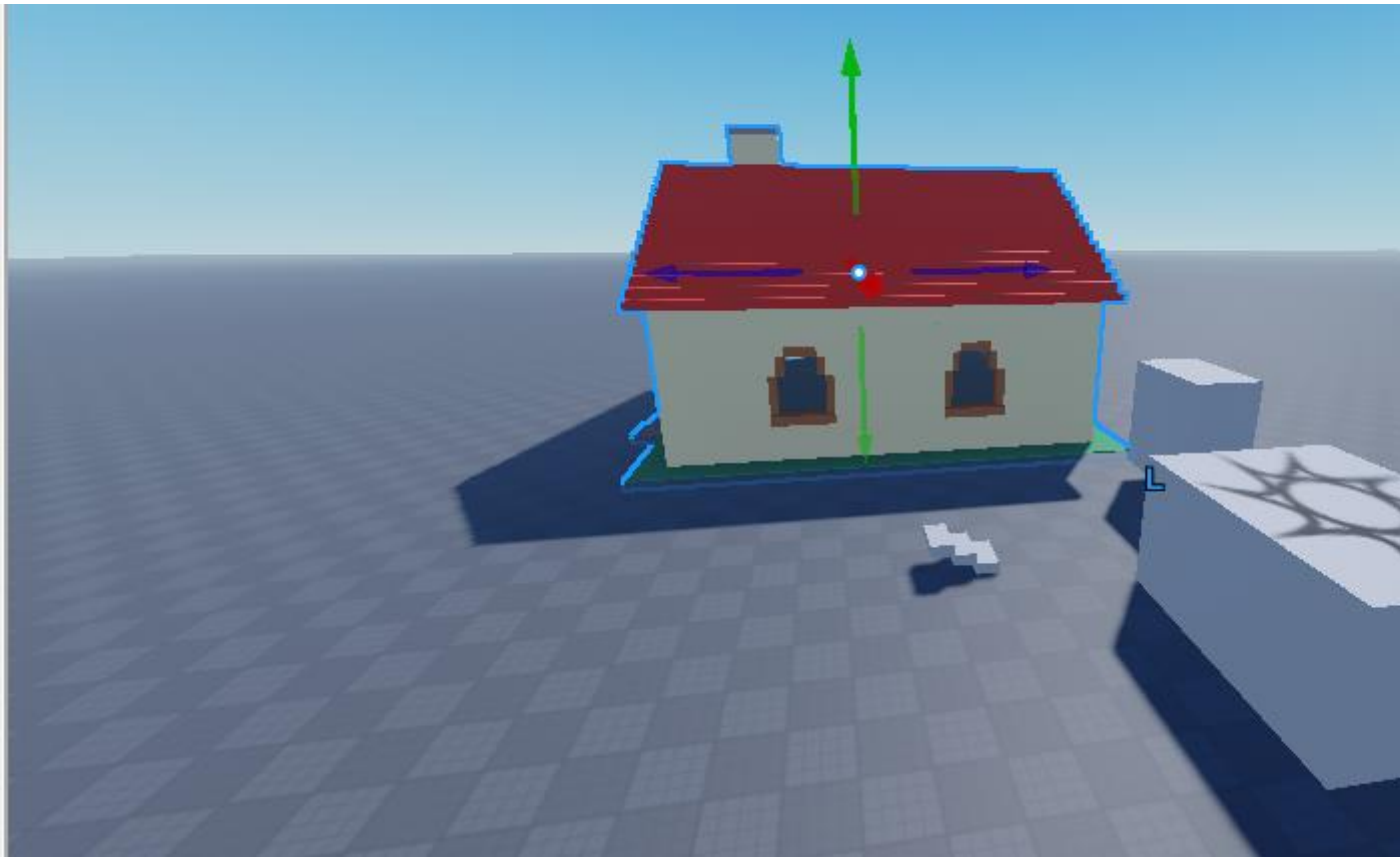
See All >



Models

< All Models / Search Results for **house**





Properties - Model "Classic House" 🗑 ✕

Filter Properties (Ctrl+Shift+P) ▾

▼ Appearance






| | |
|---------------|-----------|
| LevelOfDetail | Automatic |
|---------------|-----------|

▶ Data

▼ Transform

▼ Origin

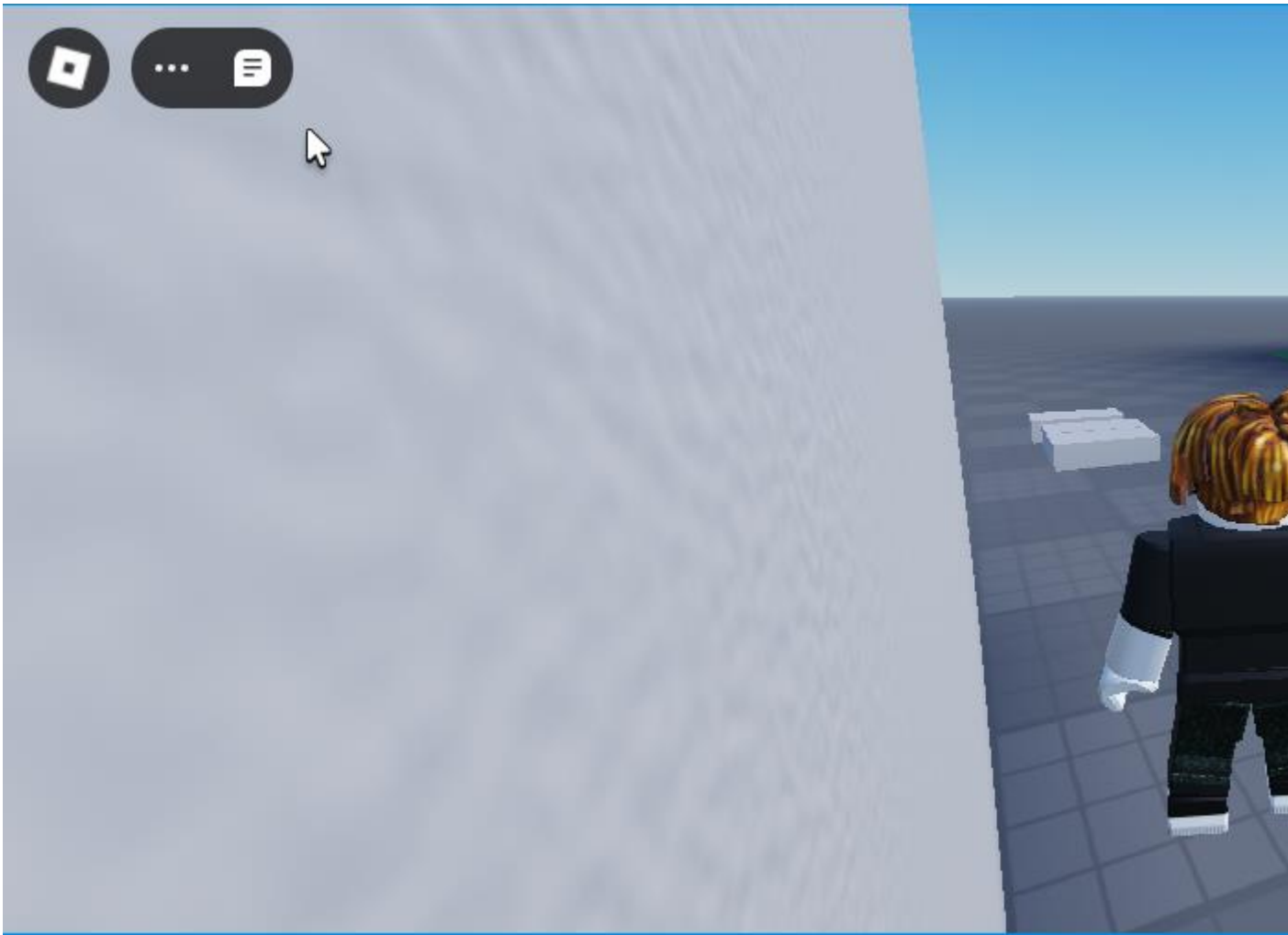
| | |
|---------------|---------------|
| ▶ Position | -50, 21.8, 71 |
| ▶ Orientation | 0, 180, 0 |

FILE      MODEL



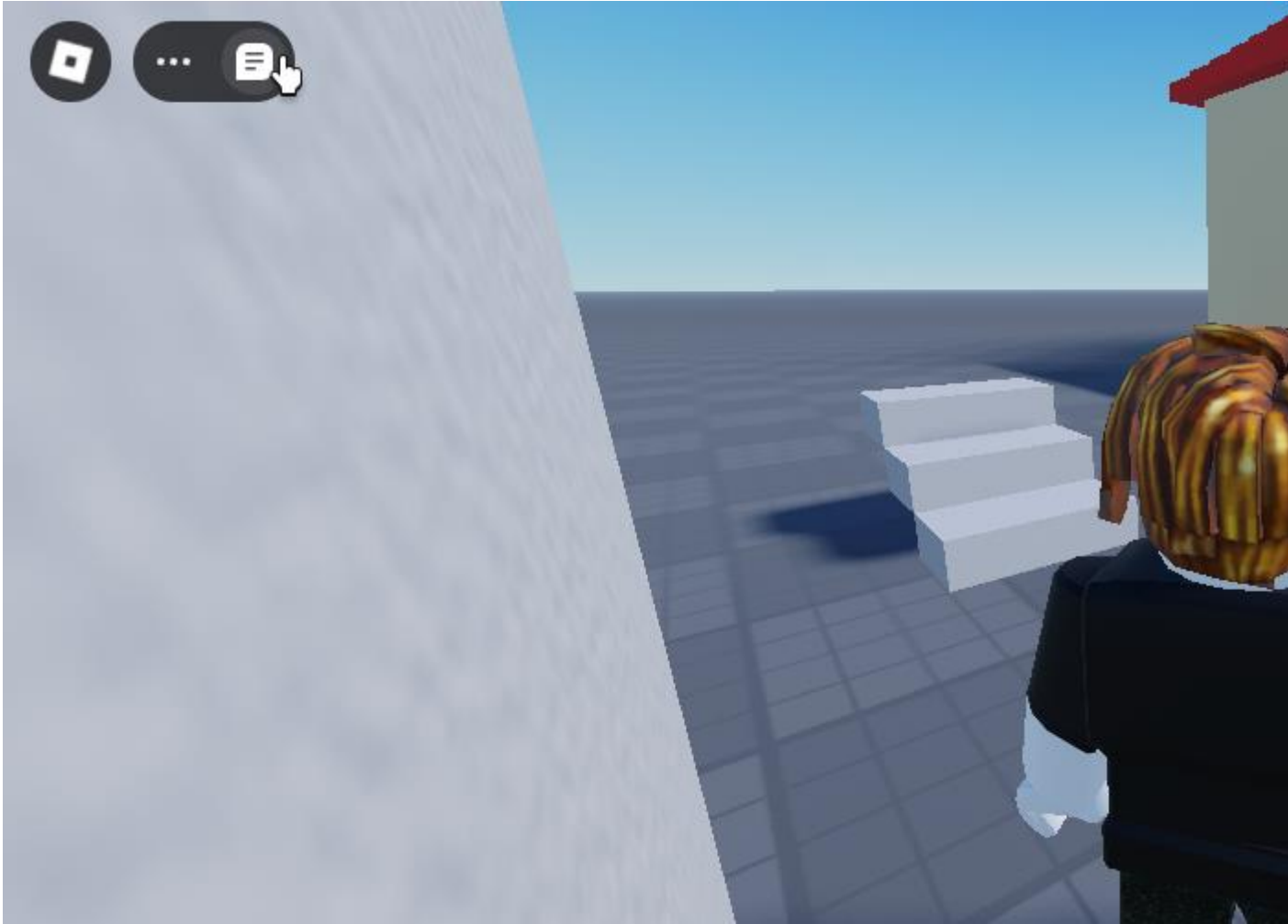


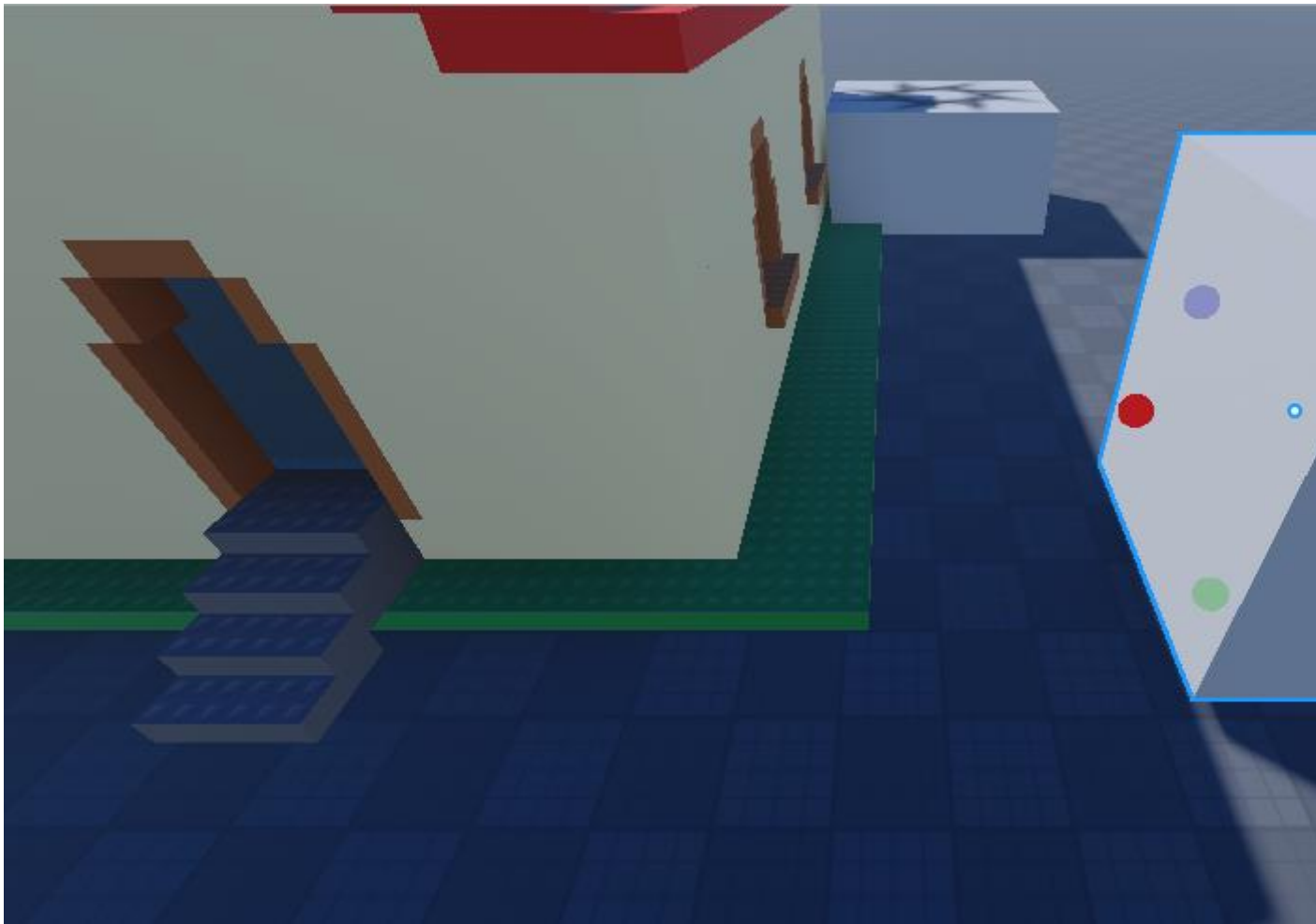




▼ Part

| | |
|----------|--------------------------|
| Anchored | <input type="checkbox"/> |
|----------|--------------------------|





Insert Part

Insert Object... ←

Insert from File...

Explorer

Filter workspace (Ctrl+Shift+X)

Workspace

- Camera
- Terrain
- SceneLocation

click | ... ←

ClickDetector

Filter workspace (Ctrl+Shift+X)

Workspace

- Camera
- Terrain
- SceneLocation


script | ... ←


Script

LocalScript

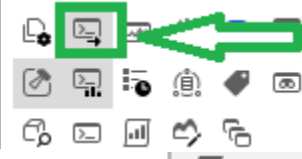
ModuleScript


```
1 print("Hello world!")
2
```


Properties - ClickDetector "ClickDetector" 


Filter Properties (Ctrl+Shift+P) 

| Data | |
|-----------------------|-------------------------------------|
| Archivable | <input checked="" type="checkbox"/> |
| ClassName | ClickDetector |
| MaxActivationDistance | 100 |
| Name | ClickDetector |
| Parent | clickableBox |

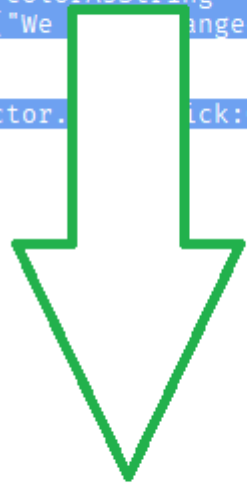


Explorer 



Filter workspace (Ctrl+Shift+X) 

- Workspace
 - Camera
 - Terrain
 - SpawnLocation
 - Classic House
 - Model 
 - Baseplate
 - Part
 - Part
 - obstacleBox
 - ClickDetector
 - Script
 - clickableBox
 - ClickDetector
 - ClickScript
 - Players
 - Lighting



```
1 print("Declaring Local Variables")
2 local part = script.Parent
3 local clickDetector = part.ClickDetector
4
5 local function onClick()
6     print("Function onClick is called")
7     part.BrickColor = BrickColor.Random()
8     local colorAsString = part.BrickColor.Name
9     print("We have changed the color of the box to " .. colorAsString)
10 end
11
12 clickDetector.Click:Connect(onClick)
13
```




Output

All Messages  All Contexts  Filter...

Output

All Messages  All Contexts  Filter...

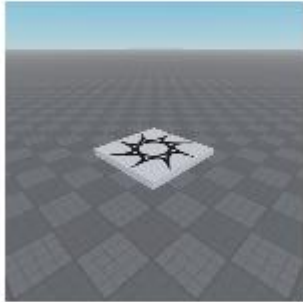
```
17:59:08.689 Hello world! - Server - Script:1
17:59:08.690 Hello World - Server - Script:4
17:59:08.690 Declaring Local Variables - Server - ClickScript:1
17:59:15.092 Function onClick is called - Server - ClickScript:6
17:59:15.093 We have changed the color of the box to Medium green - Server - ClickScript:6
```

 Publish Game

Choose a game to add this place to.

My Games 

 Search



Untitled Game

Private




First Game

Private



Emplacement de...


Public

 Publish Game



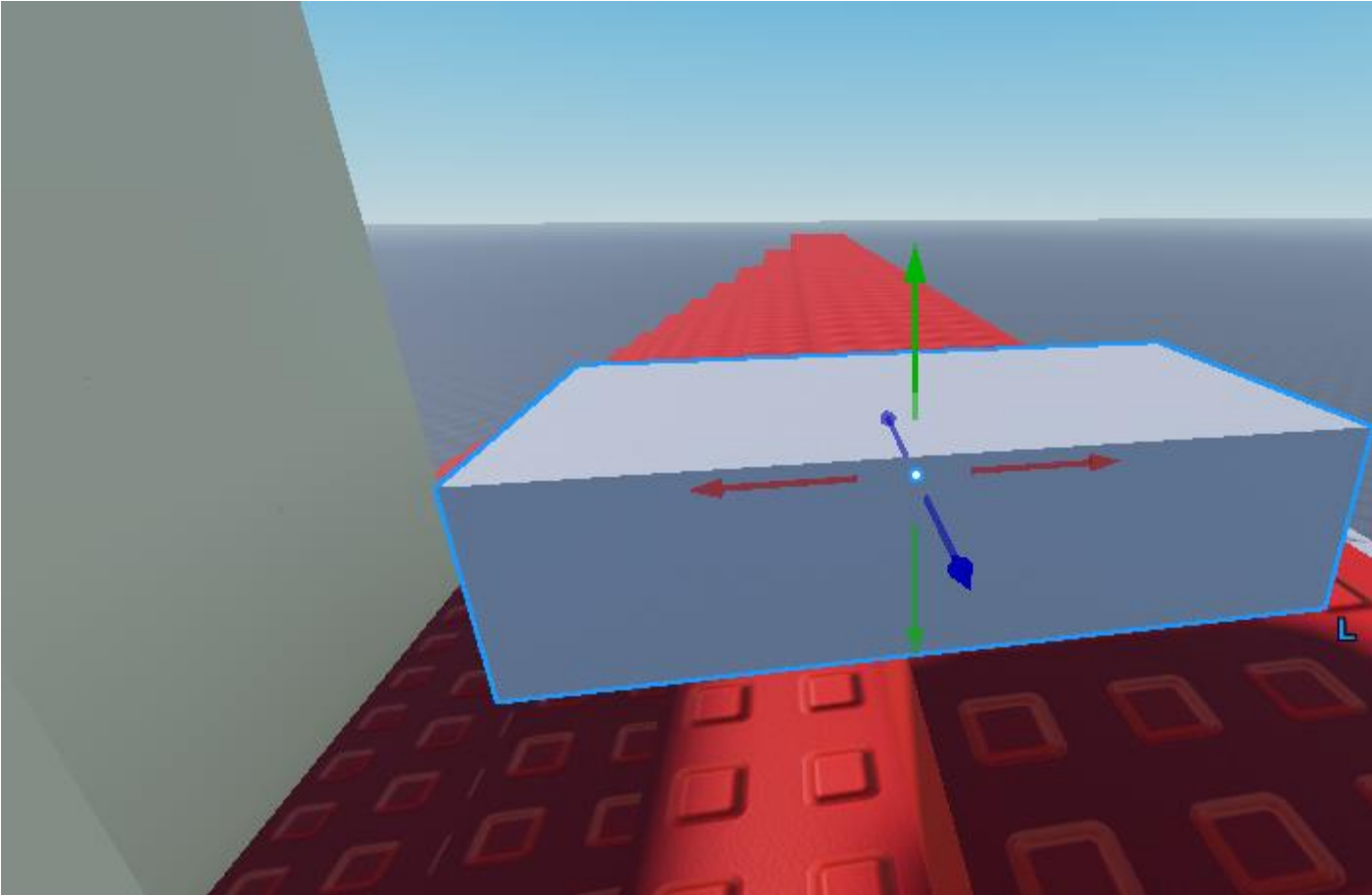
Overwrite or add a new place to First Game

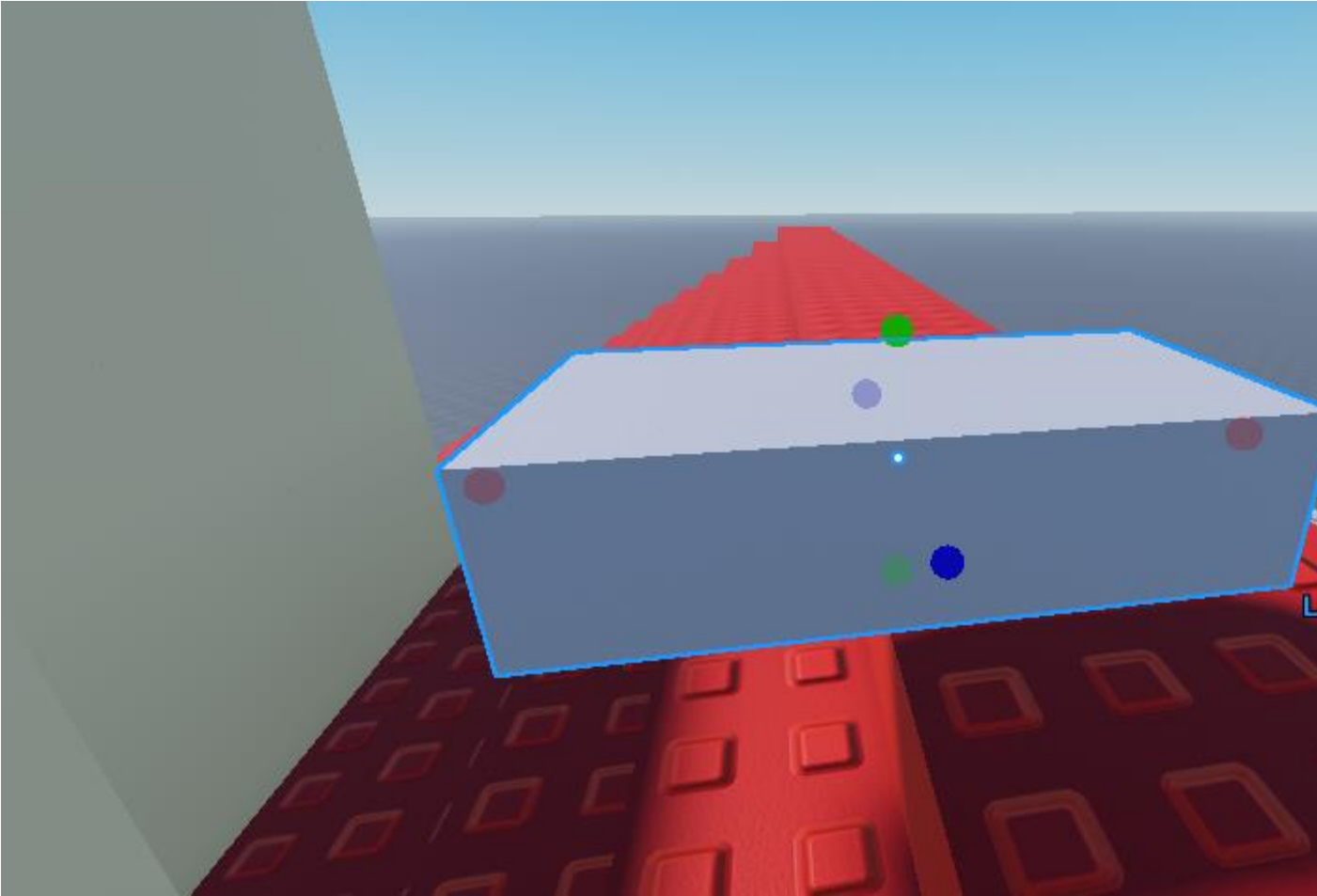
 Search

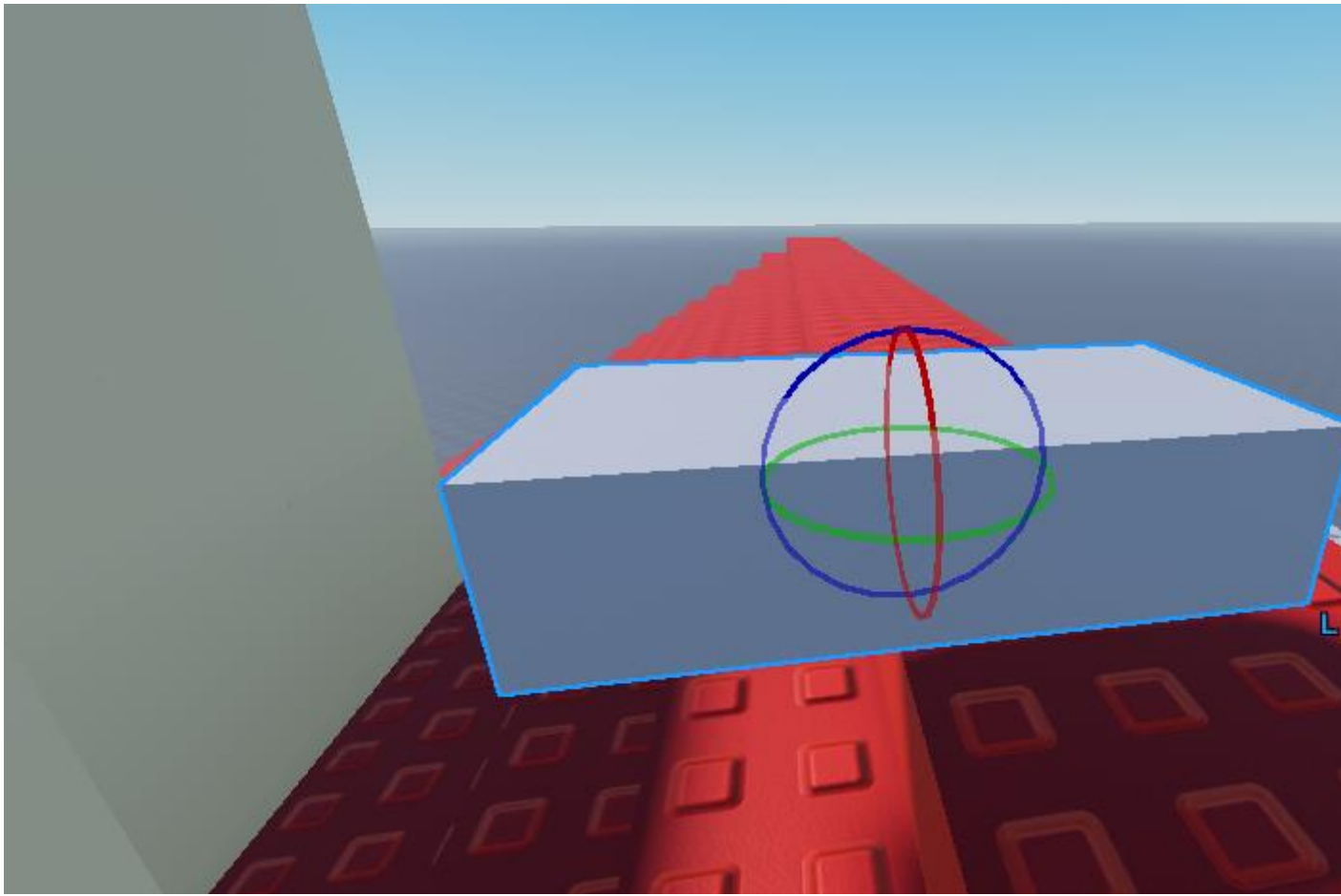
 Publish or save to an existing experience may change the original data sharing settings
Manage your data sharing settings [here](#)

Add as a new place

 First Game







| ▼ Appearance | |
|--------------|--|
| BrickColor | <input type="checkbox"/> Medium stone grey |
| CastShadow | <input checked="" type="checkbox"/> |
| Color | <input type="checkbox"/> [163, 162, 165] (Medium ston... |
| Material | Plastic |

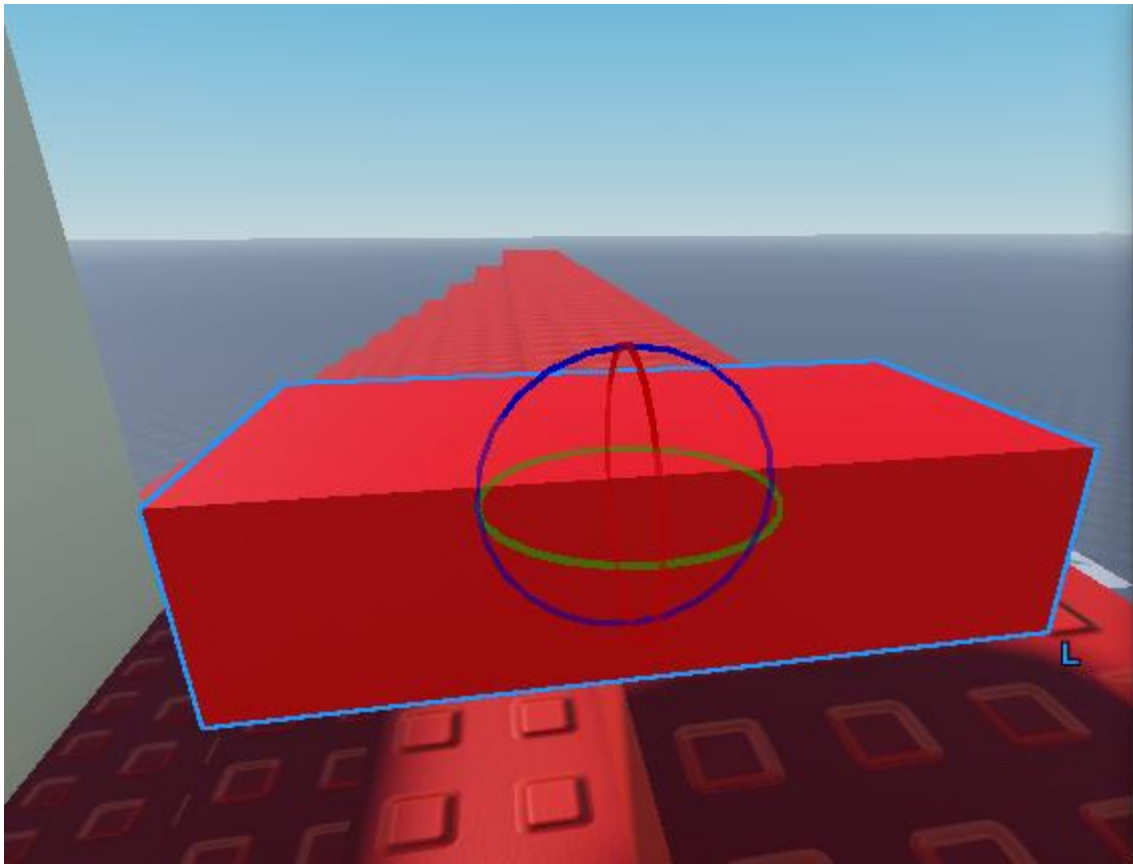
Select Color ×

Basic colors

| | | | | | | | |
|--|--|--|--|--|--|--|--|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Pick Screen Color

A color selection interface featuring a large color gradient square on the right, a vertical grayscale slider to its right, and a small black crosshair at the bottom center of the gradient.



Select Color

Basic colors





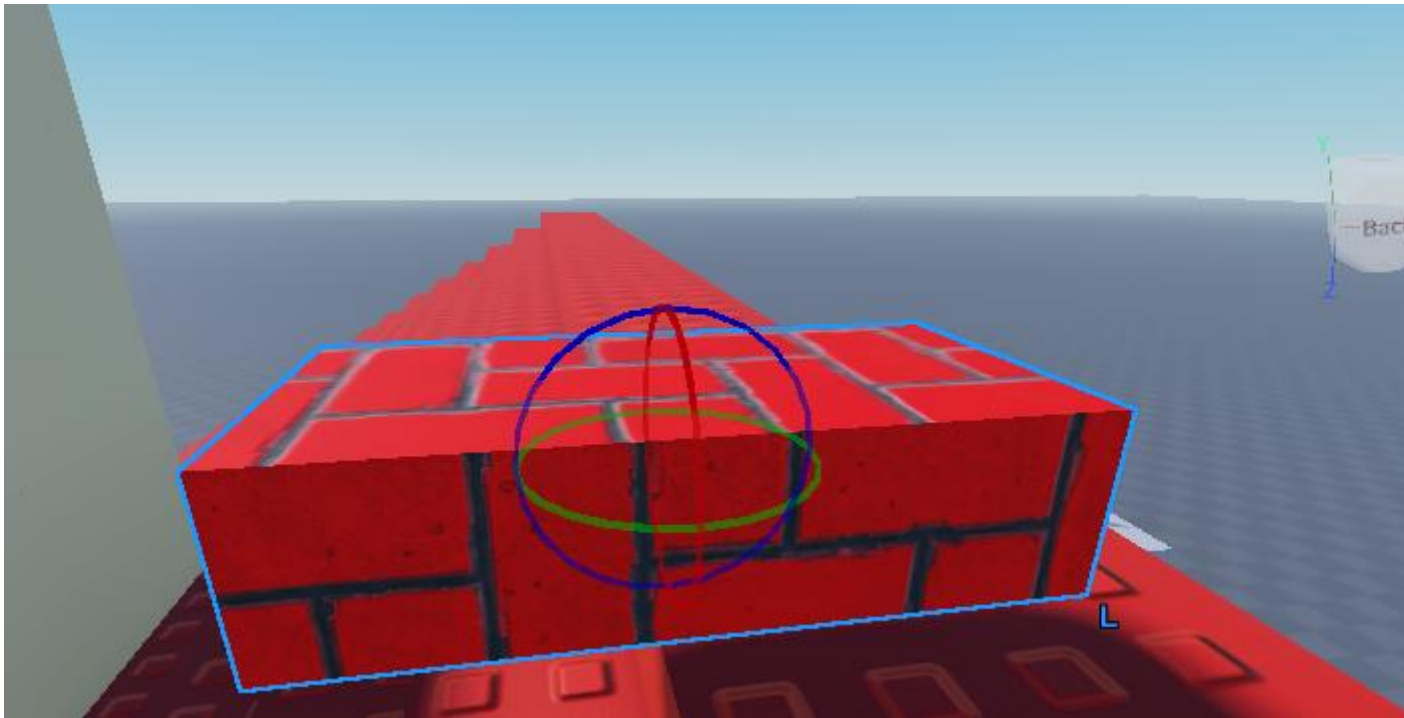
Pick Screen

Custom colors

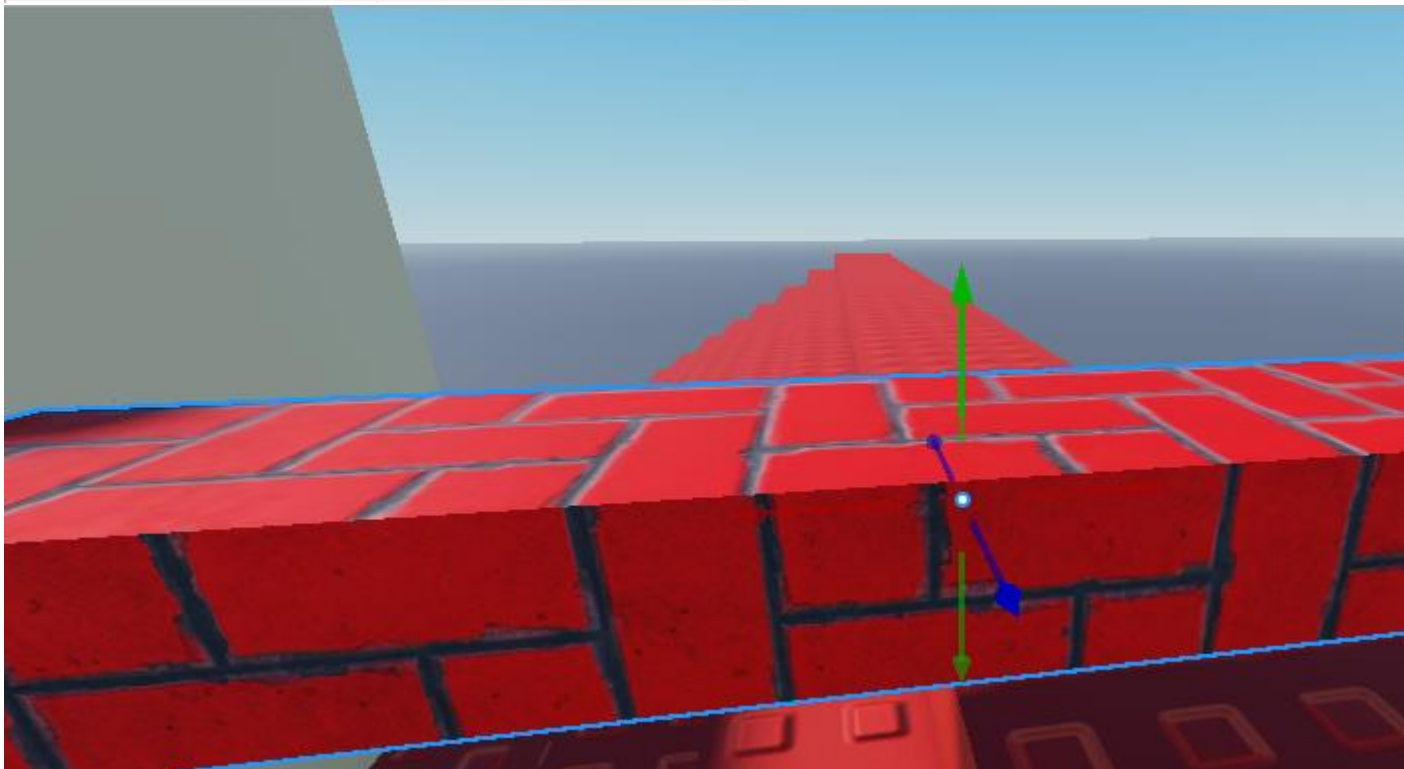





Add to Custom

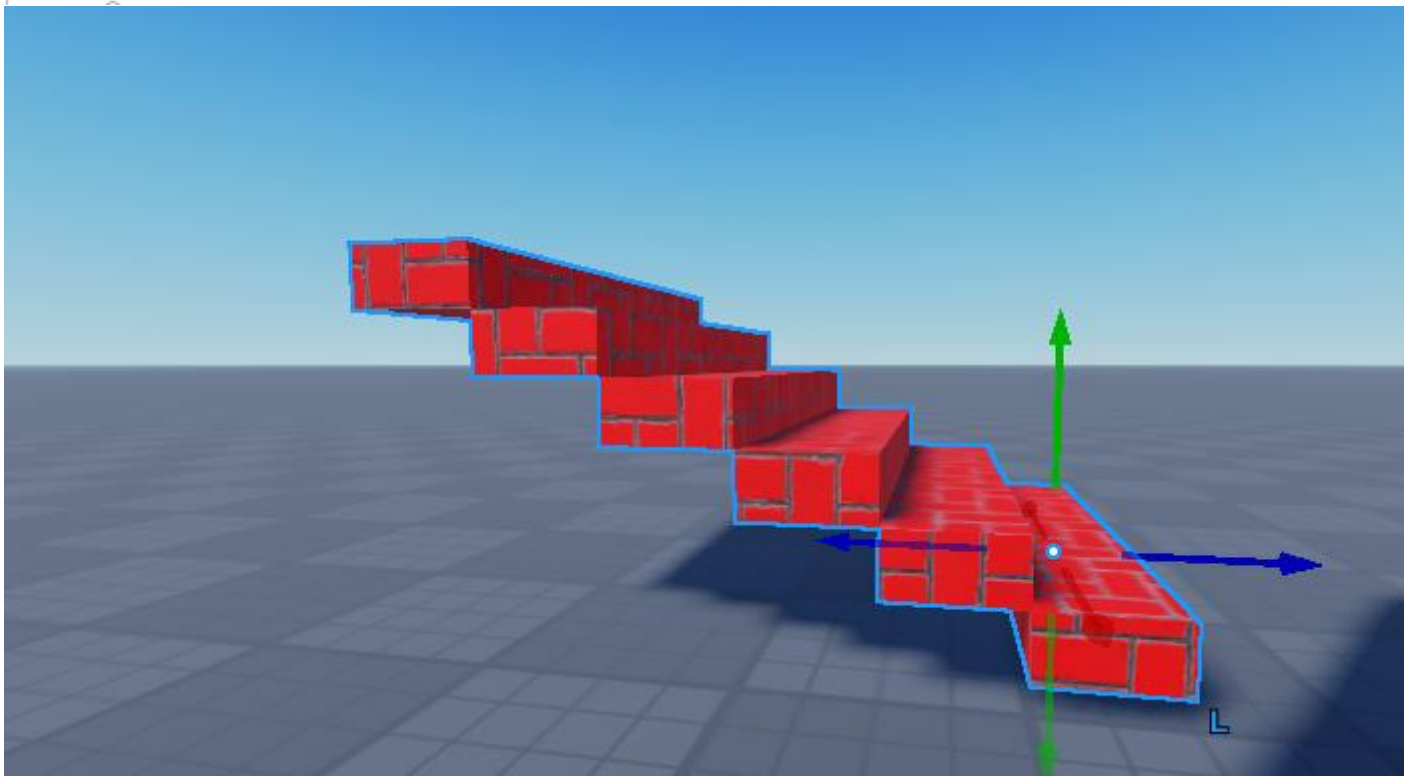
| ▼ Appearance | |
|-----------------|--|
| BrickColor |  Really red |
| CastShadow | <input checked="" type="checkbox"/> |
| Color |  [255, 0, 0] (Really red) |
| Material | Pavement |
| MaterialVariant | |
| Reflectance | 0 |

















| ▼ Transform | |
|-------------|---------|
| ▼ Size | 4, 1, 2 |
| X | 4 |
| Y | 1 |
| Z | 2 |





| | | |
|---|-------------------|------------|
|  | Group As a Model | Ctrl+G |
|  | Group As a Folder | Ctrl+Alt+G |
|  | Ungroup | Ctrl+U |
| | Select Parent(s) | |



| | |
|---|-------|
|  | Model |
|  | part1 |
|  | part1 |
|  | part2 |
|  | part2 |
|  | part3 |
|  | part3 |

| | |
|---|-------|
|  | Model |
|  | part1 |
|  | part1 |
|  | part2 |
|  | part2 |
|  | part3 |
|  | part3 |

Properties - Part - 6 items 

anchor 

Part

| | |
|----------|-------------------------------------|
| Anchored | <input checked="" type="checkbox"/> |
|----------|-------------------------------------|

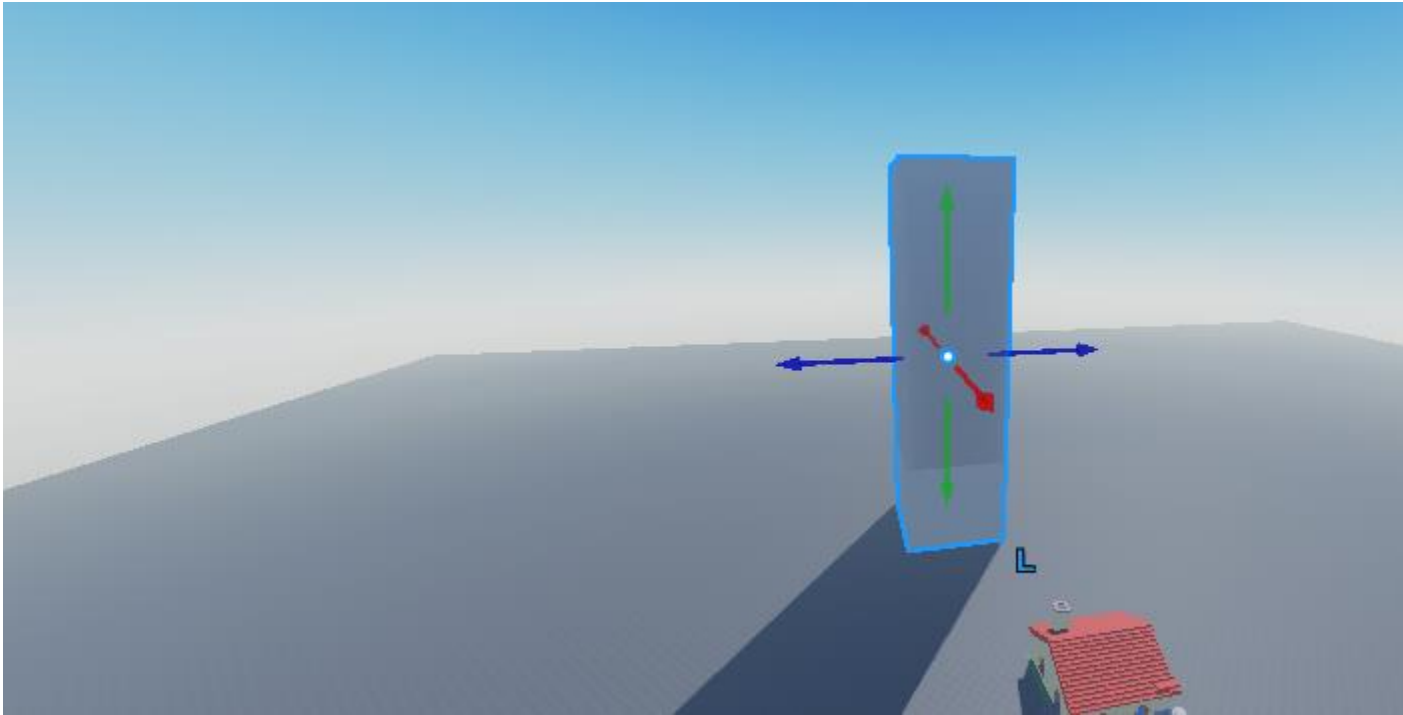


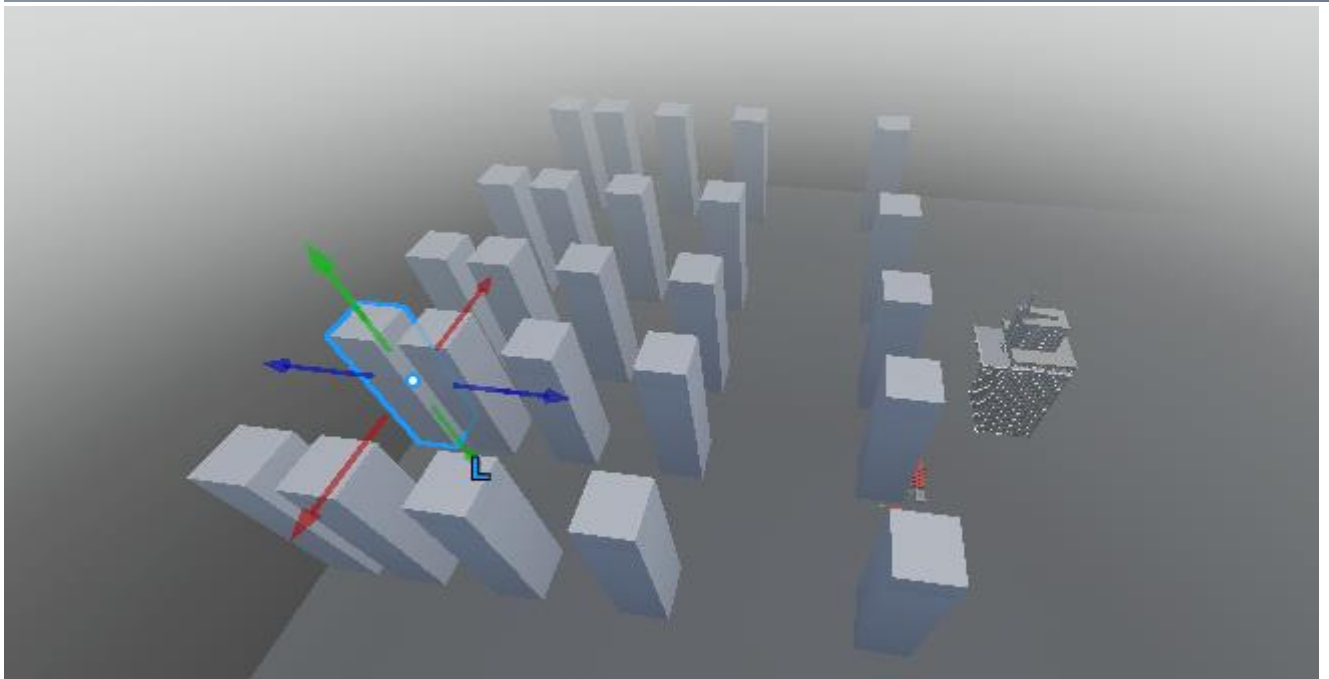
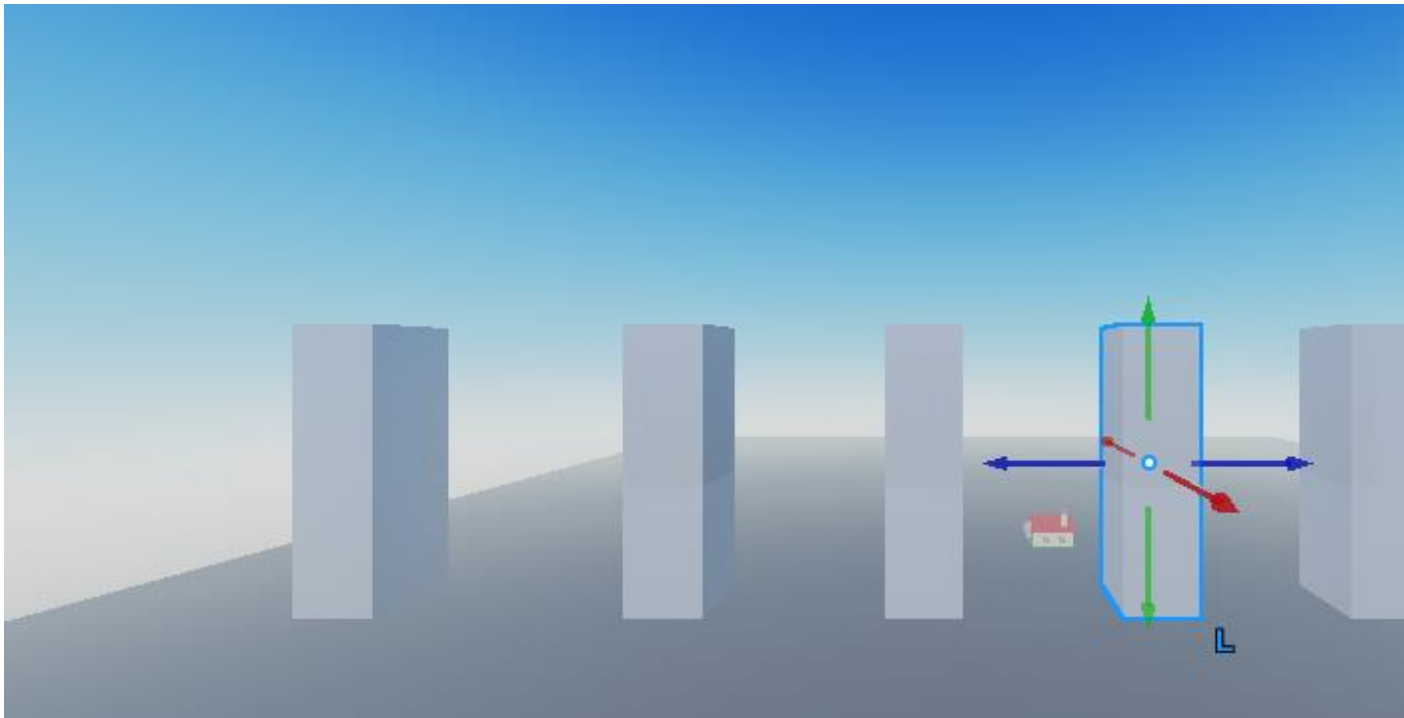
Properties - Part - 6 items 🗑️ ✖

cancelcollide ▼

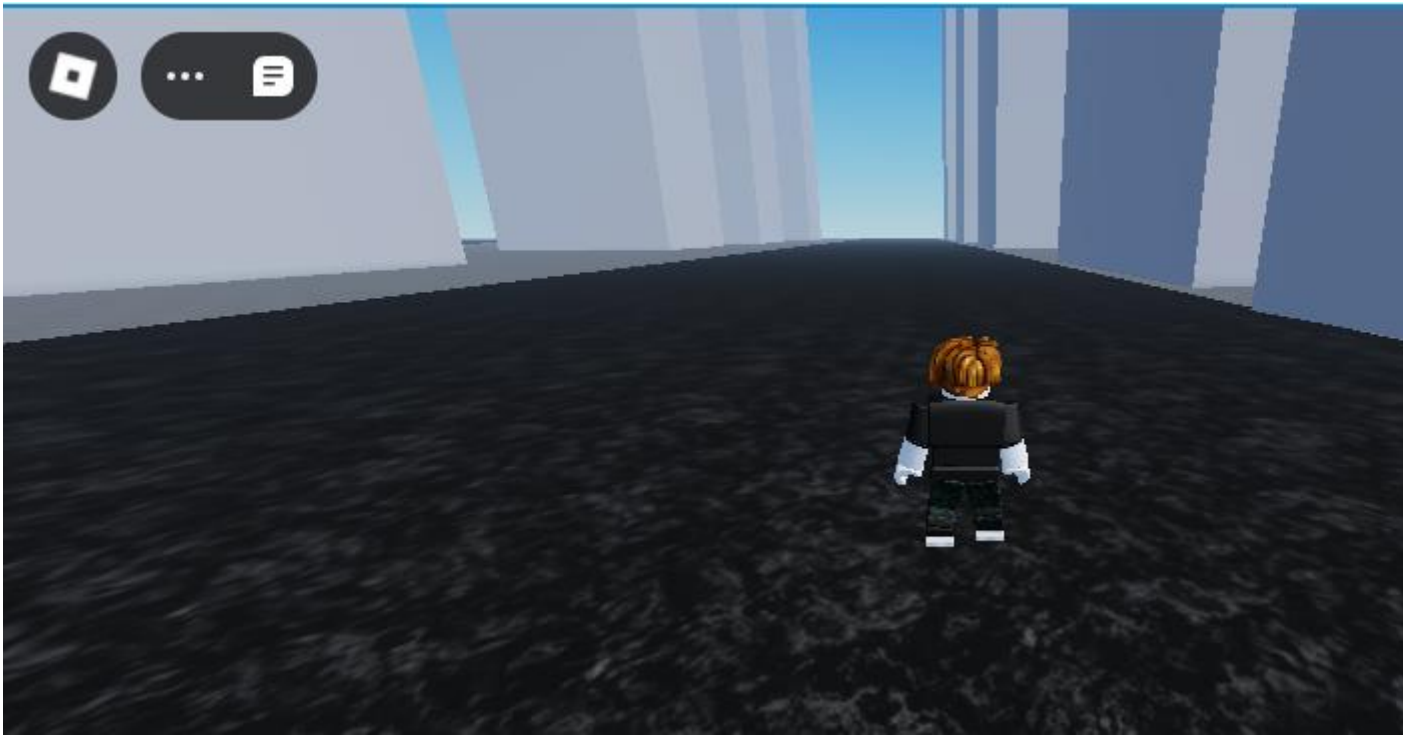
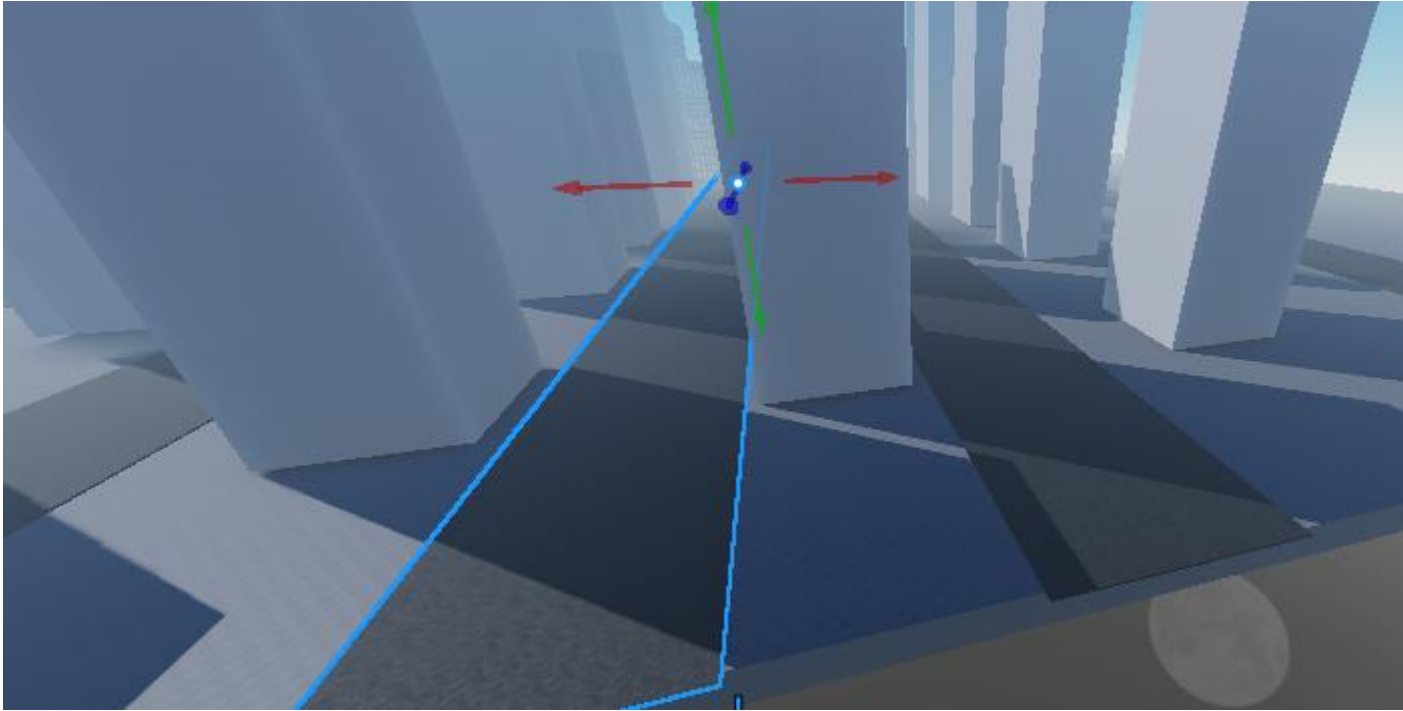
▼ **Collision**

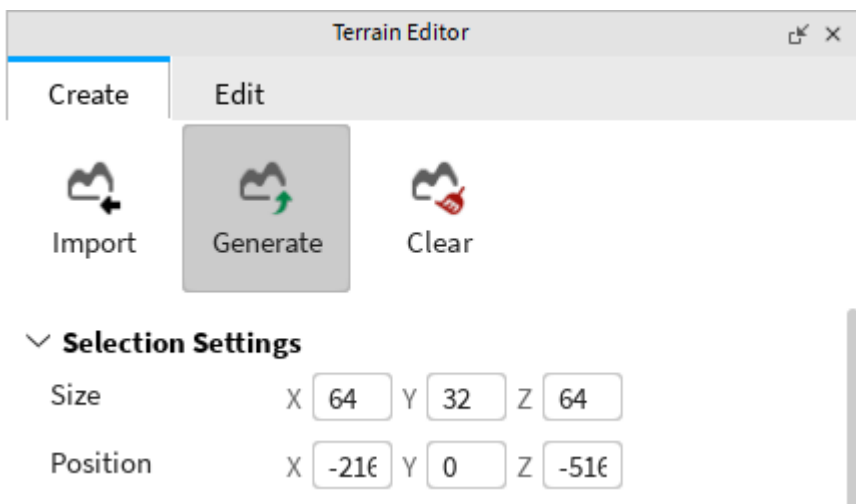
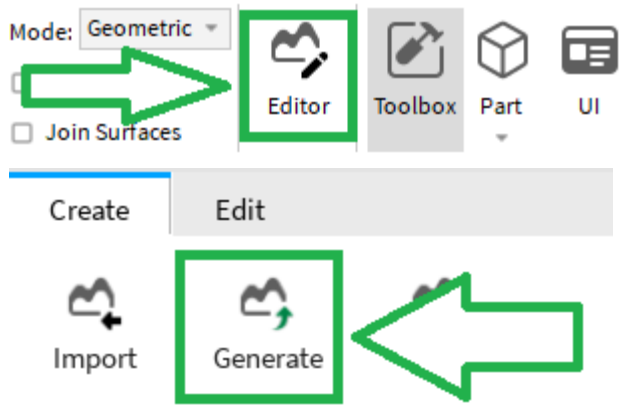
CanCollide





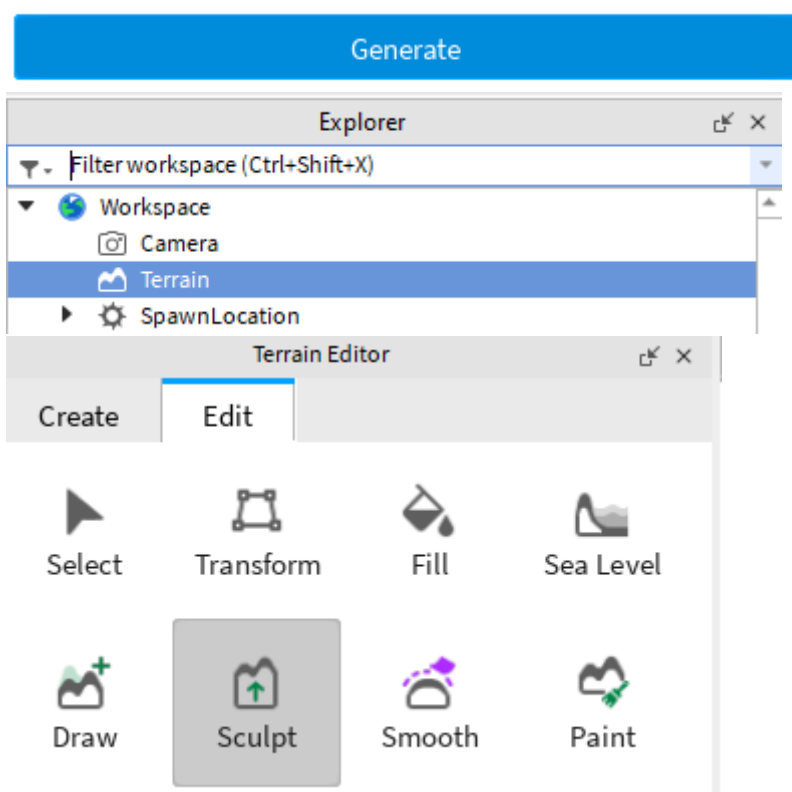
| | | | |
|--------|--------------|---------------|-----------------|
| ▼ Size | 100, 1, 2047 | Origin | |
| X | 100 | ► Position | -98.5, 0.5, 6.5 |
| Y | 1 | ► Orientation | 0, 0, 0 |
| Z | 2047 | | |








▼ Biome Settings


- Biomes
- Arctic
 - Dunes
 - Canyons
 - Lavascape
 - Water
 - Mountains
 - Hills
 - Plains
 - Marsh

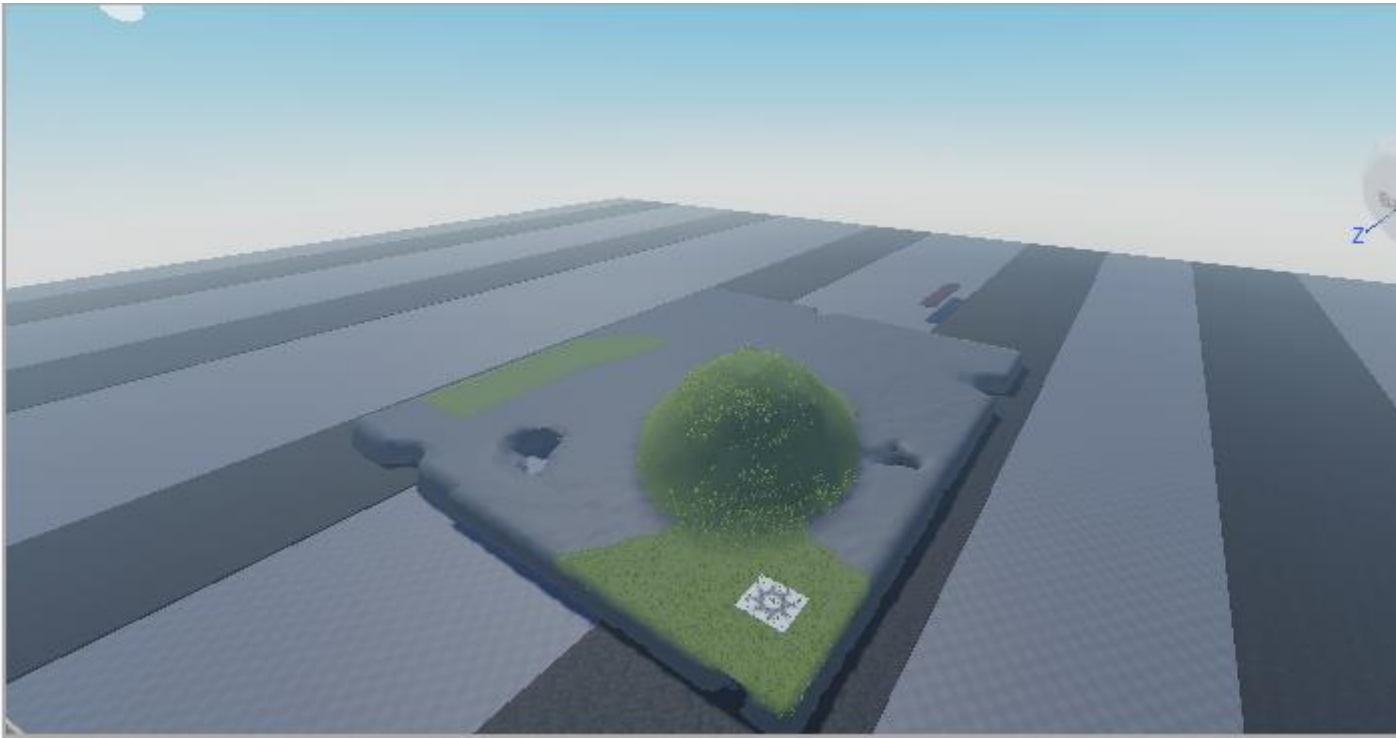
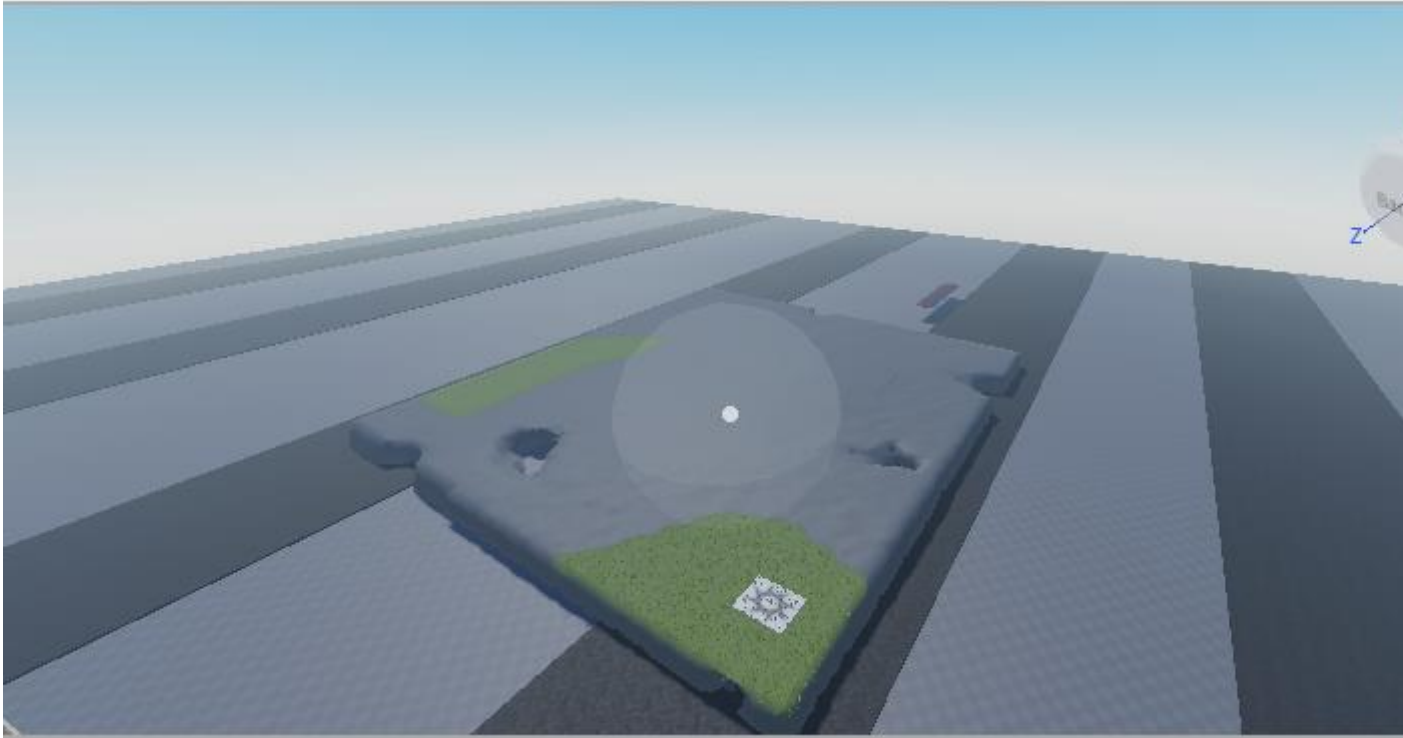


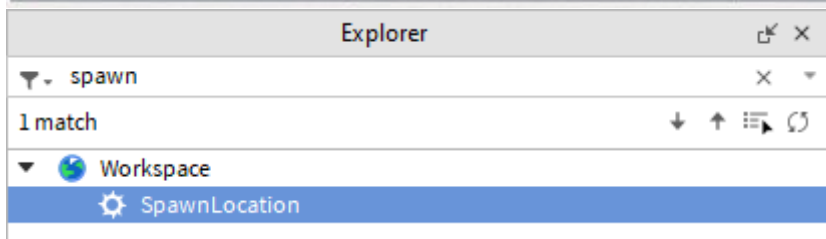
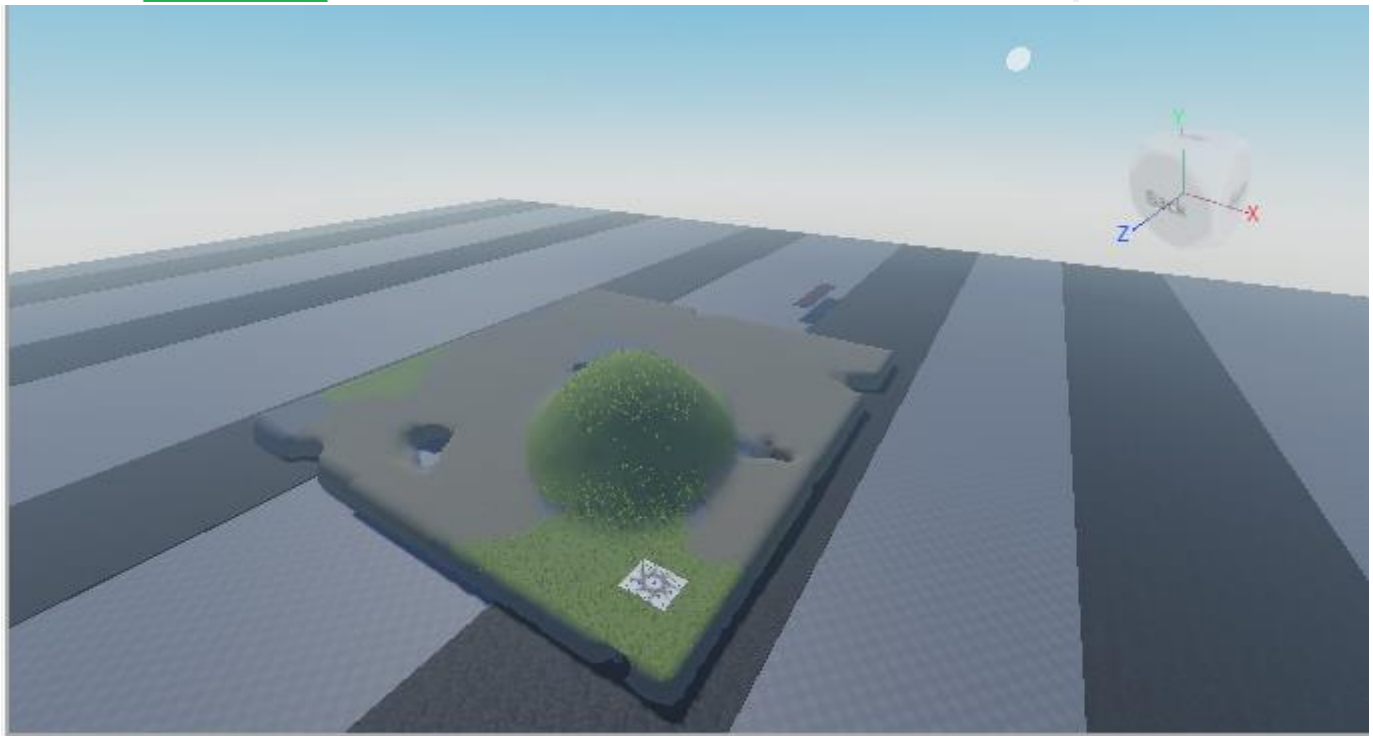
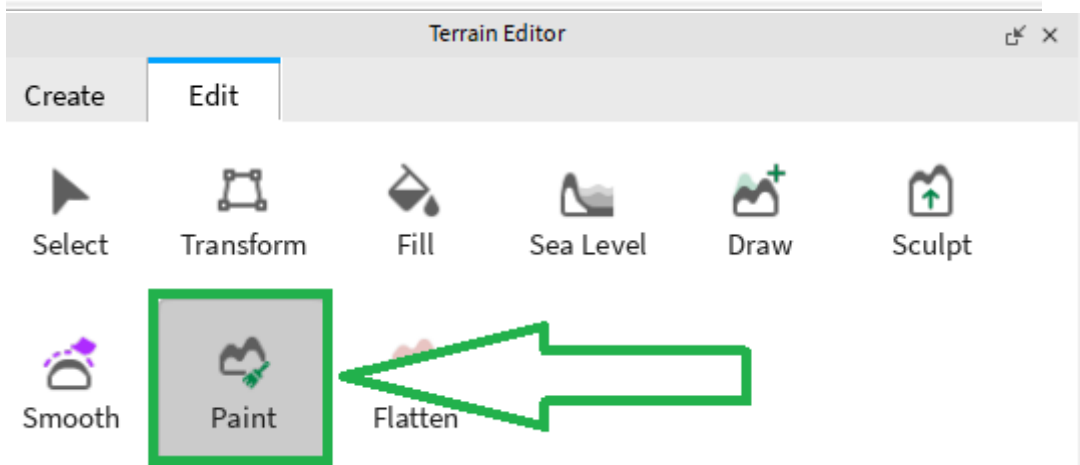
▼ Brush Settings

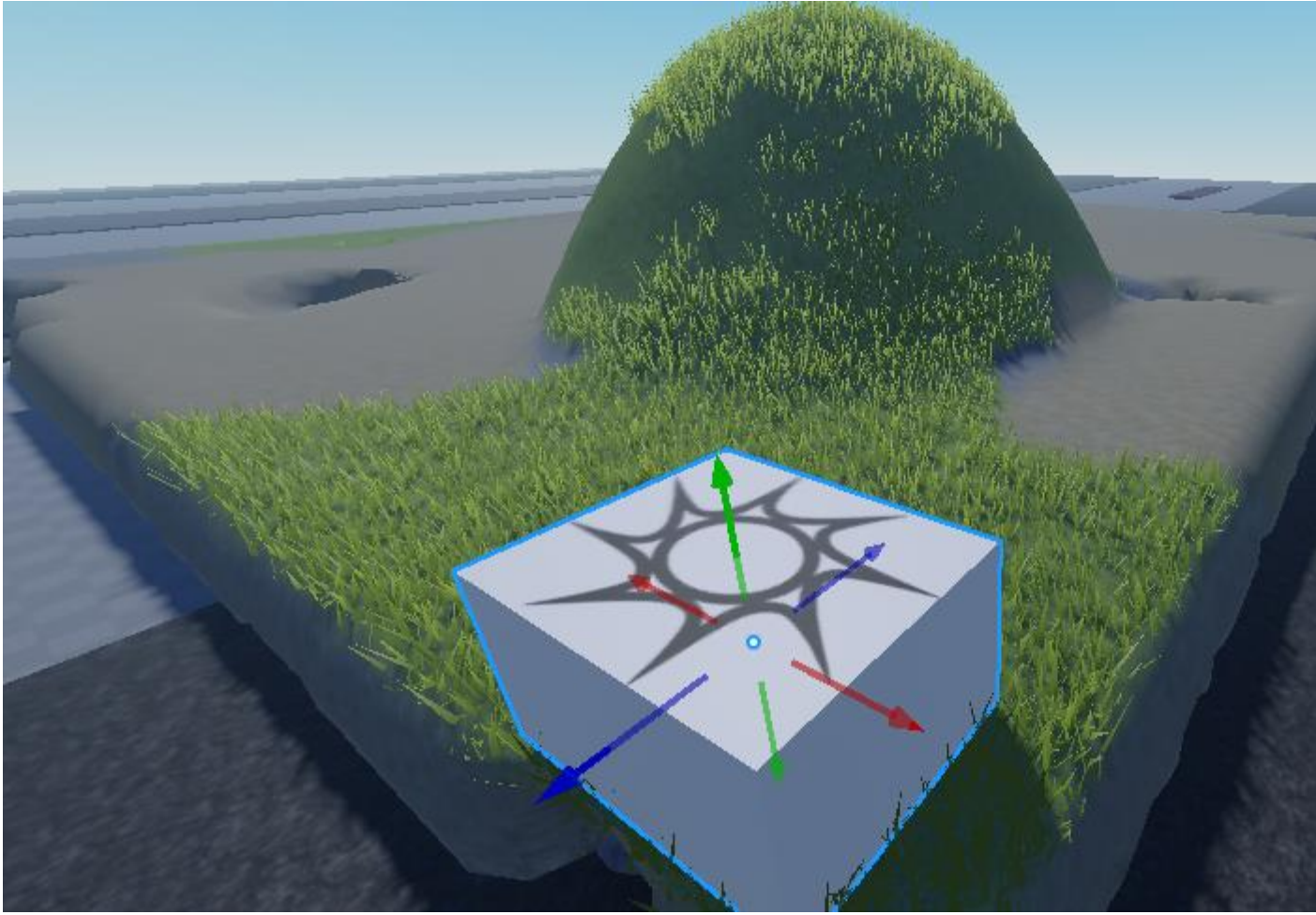
Brush Mode: Add Subtract

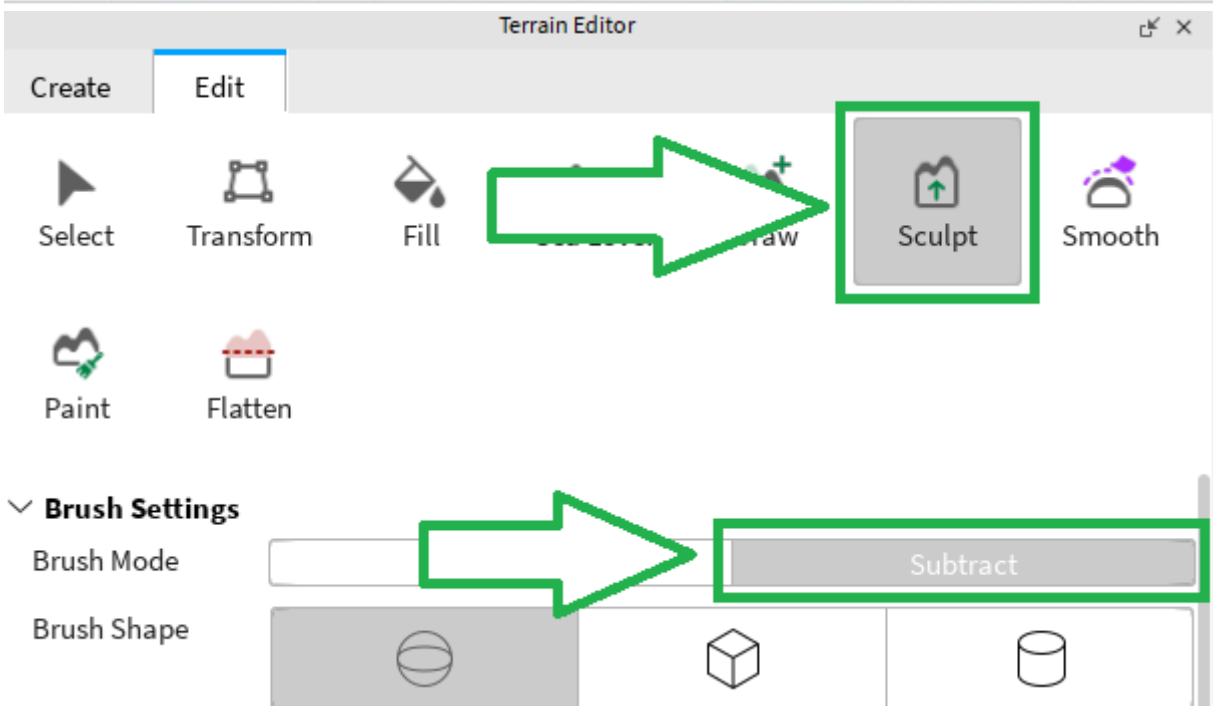
Brush Shape:   

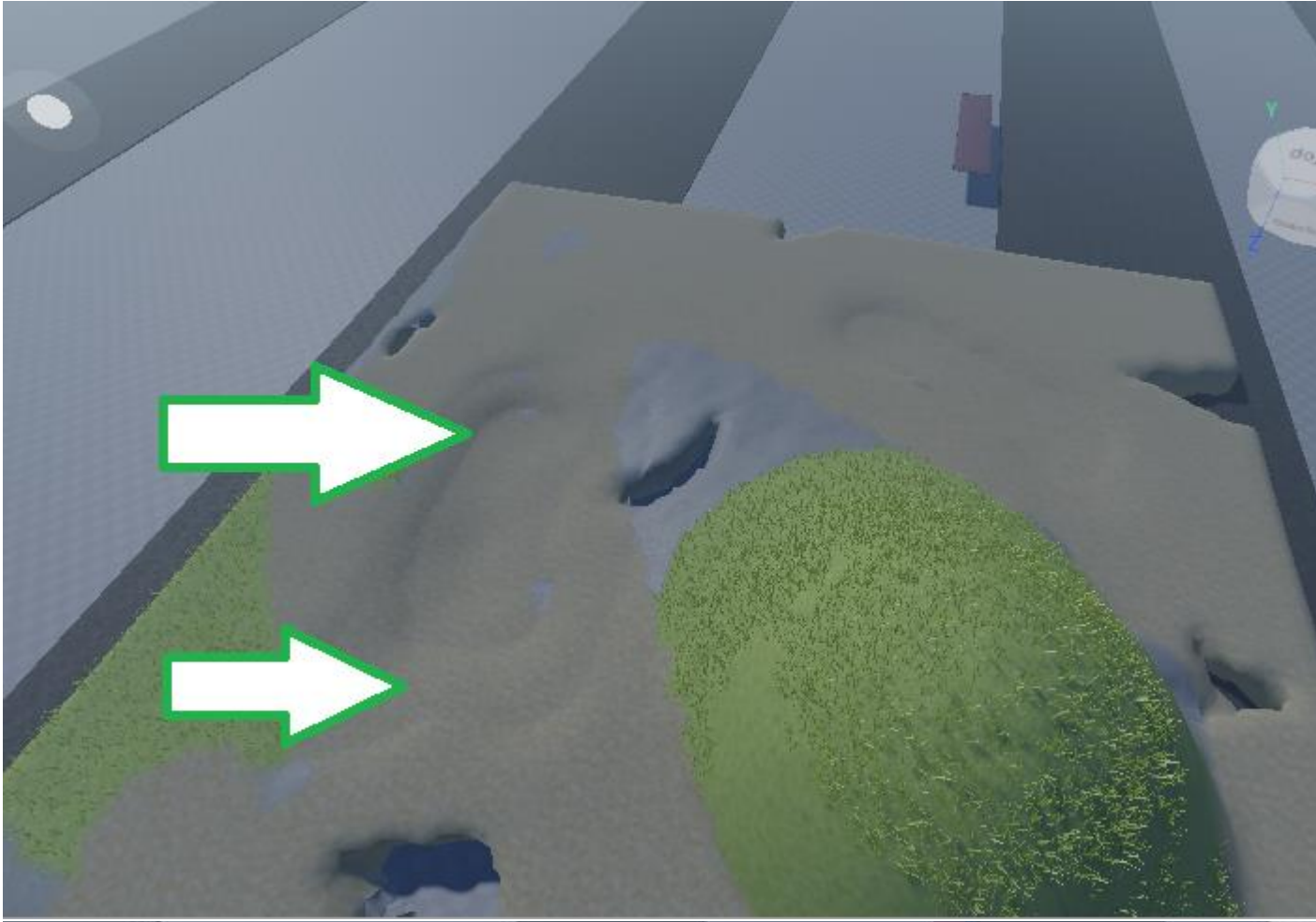
Brush Size: 

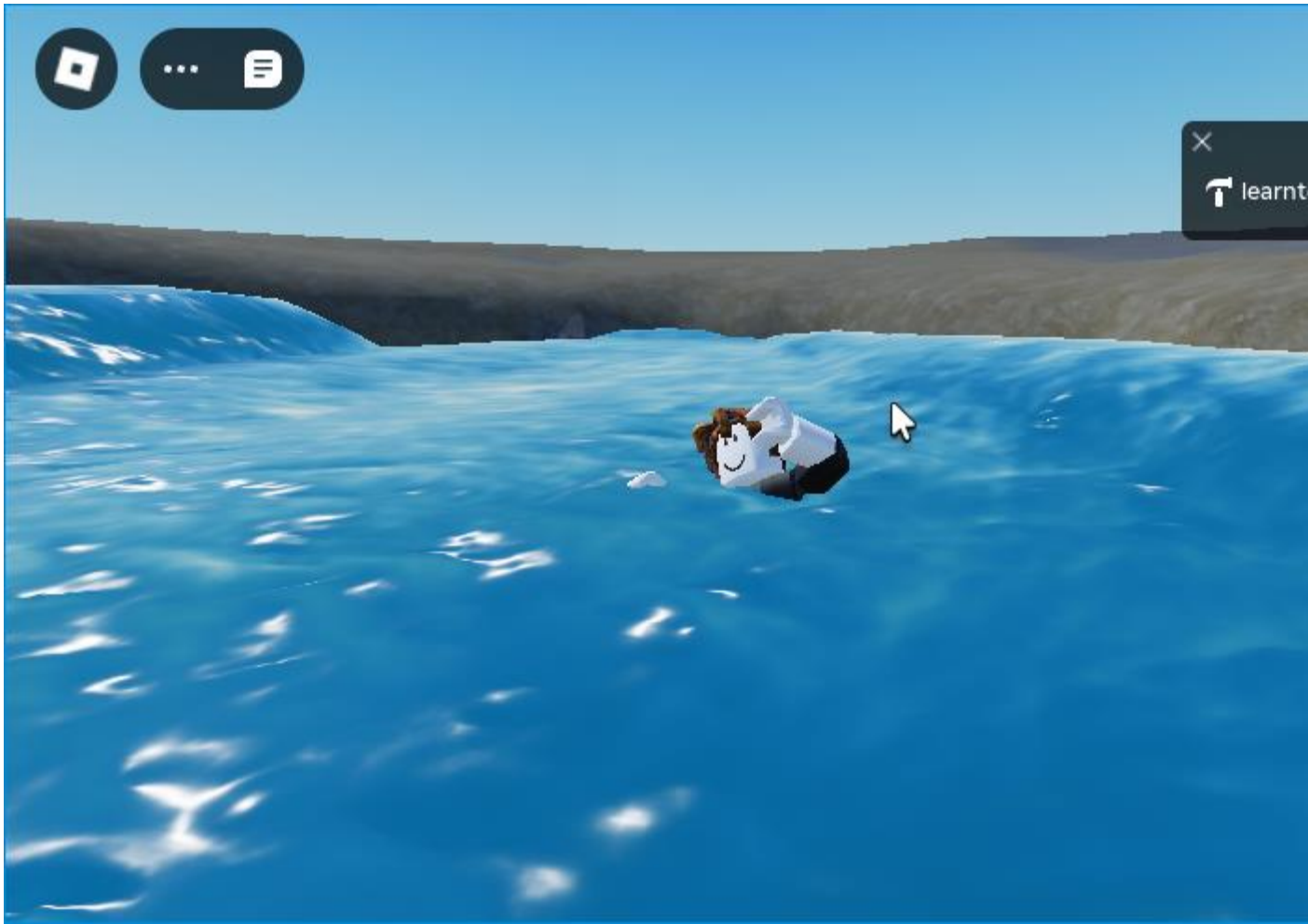















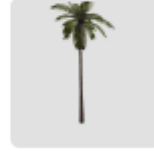




Toolbox 🔍 🗑️ ⌂ 💡

Models ▾ 🗑️ 🔼

< All Models / Search Results for **palm tree**

| | | | |
|--|---|--|--|
|  Low Poly Palm Tree... |  Palm tree |  Palm Tree. Rate:  |  Palm Tree PBR |
|  Palm Tree |  Low Poly Palm Tree |  palm trees |  Palm Tree |

Explorer

palm

5 matches

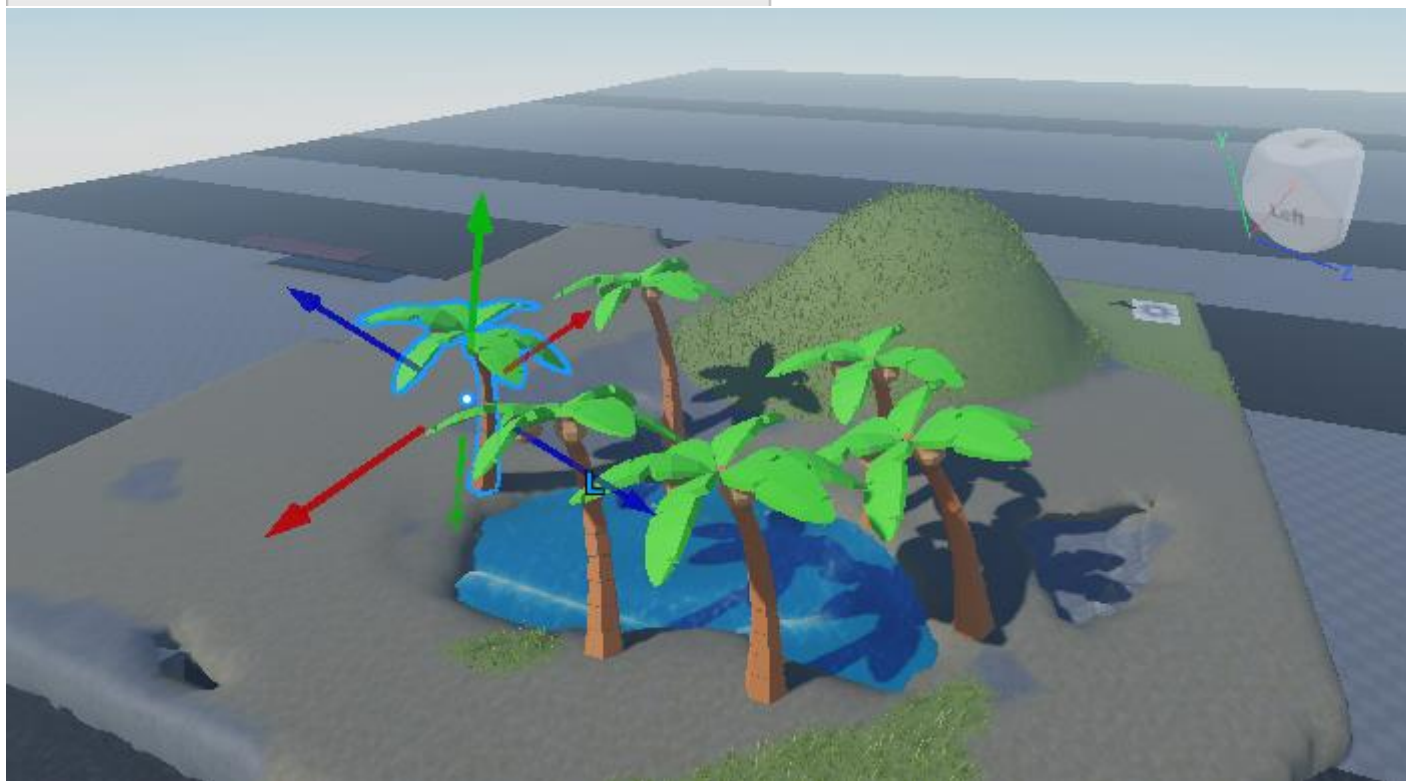
- Workspace
 - Palm Tree.
 - Meshes/Palm tree_Cube
 - Meshes/Palm tree_Cylinder.001
 - Meshes/Palm tree_Sphere
 - Meshes/Palm tree_Sphere.001

Properties - MeshPart - 4 items

ancho

Part

Anchored





Explorer 🔗 ✕

lighting ✕ ▼

1 match ↓ ↑ ⋮ ↻

💡 Lighting

▼ **Data**

| | |
|--------------------|-------------------------------------|
| Archivable | <input checked="" type="checkbox"/> |
| ClassName | Lighting |
| ClockTime | 23 |
| GeographicLatitude | 0 |
| Name | Lighting |
| Parent | First Game |
| TimeOfDay | 23:00:00 |



poin|

PointLight

gameLight

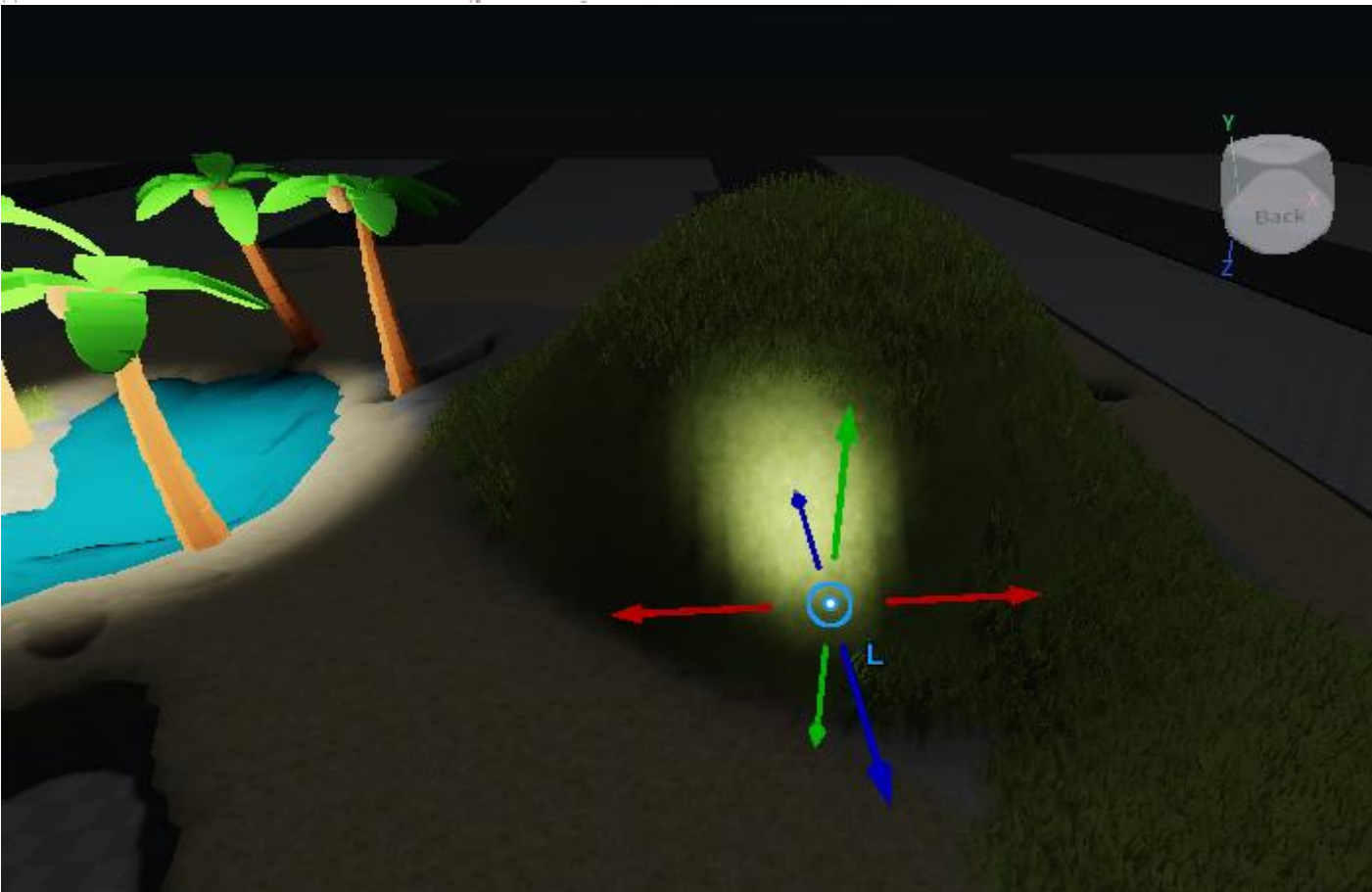
PointLight

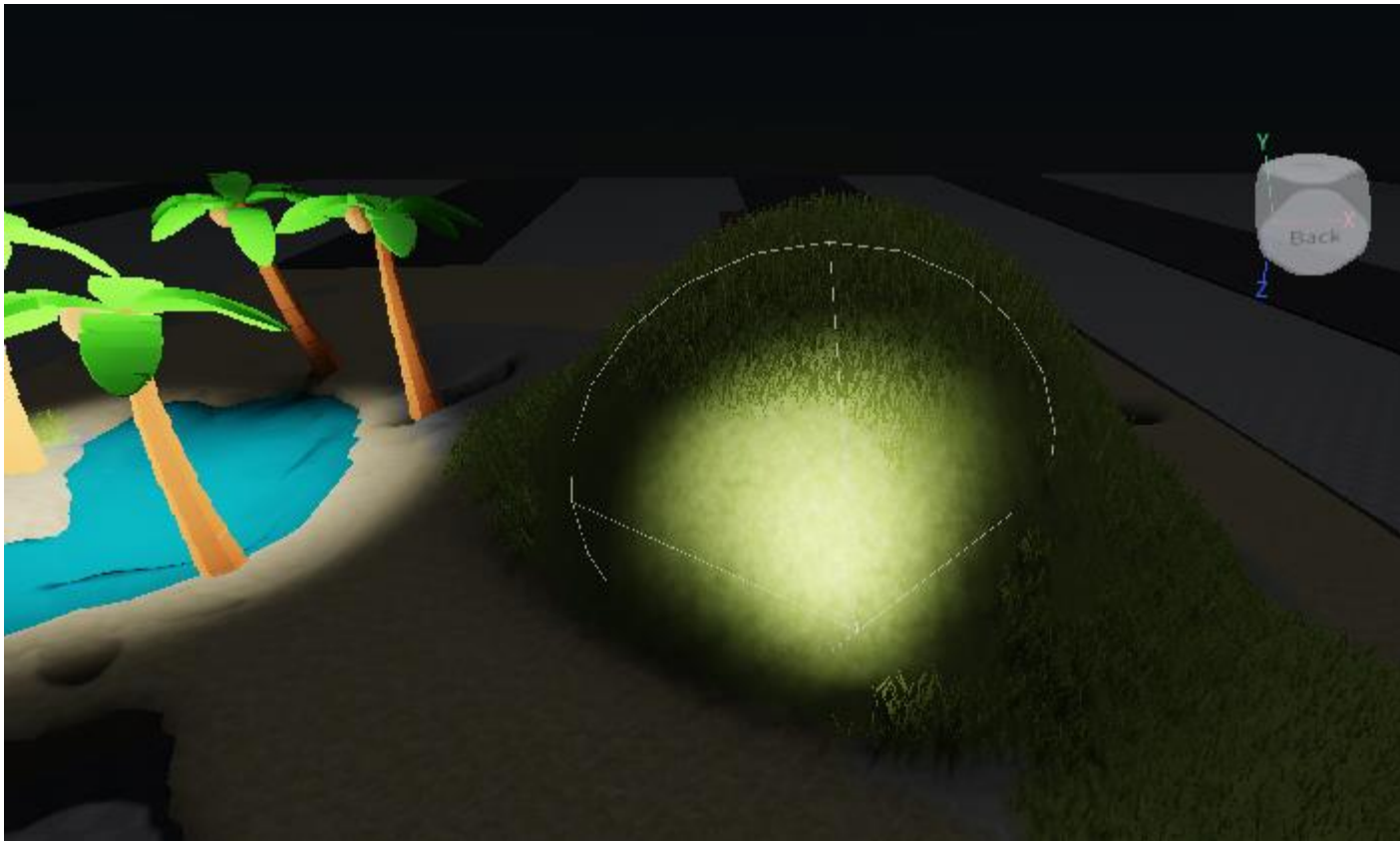




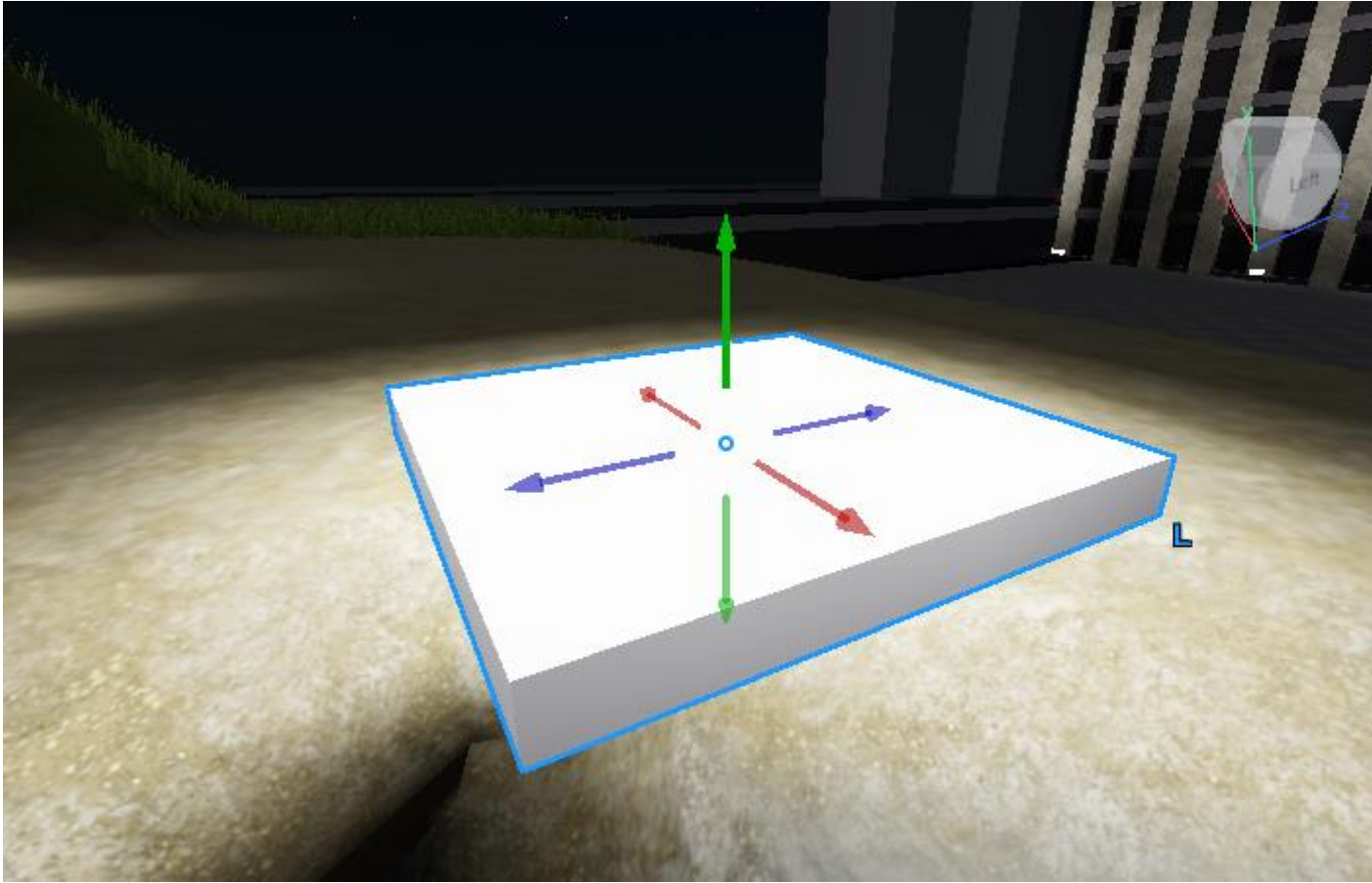
spot
SpotLight

spotLight
SpotLight





| ▼ Appearance | |
|--------------|--|
| Angle | 90 |
| Brightness | 18.08 |
| Color | <input type="checkbox"/> [255, 255, 255] |
| Enabled | <input checked="" type="checkbox"/> |
| Face | Top |
| Range | 16 |



Toolbox

Audio

< All Audio / Search Results for **adventure**

Into Battle Bruton TV Classical 3:11

"Deathly suspense; a bold mix of..."

ALBUM/ARTIST UPLOADED BY
 Bruton TV Series - Roblox
 ACTION ADVENTURE

brightSpot

Into Battle

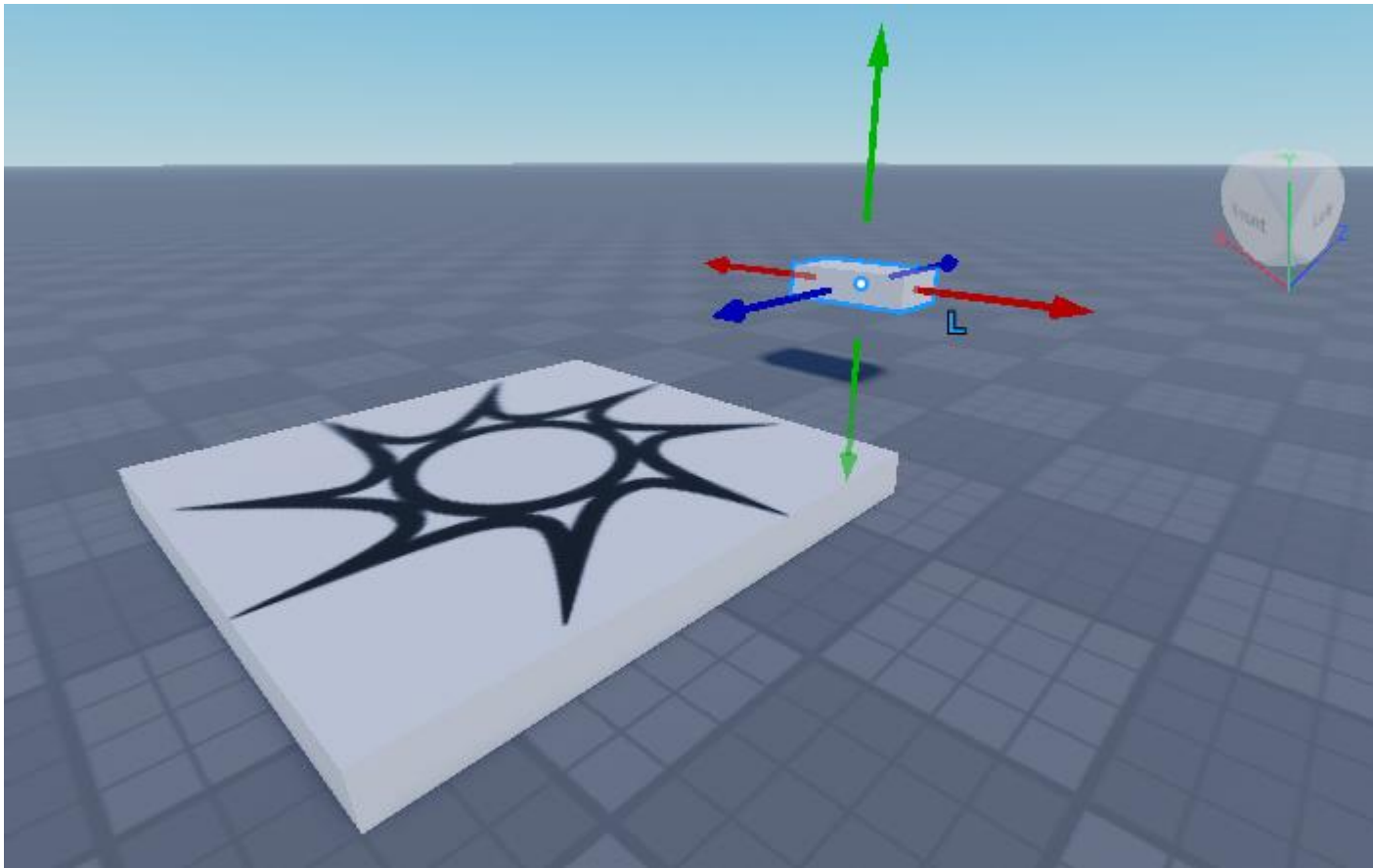
SurfaceLight

Properties - Sound "Into Battle"

Filter Properties (Ctrl+Shift+P)

| Data | |
|------------|-------------------------------------|
| Archivable | <input checked="" type="checkbox"/> |
| ClassName | Sound |
| Name | Into Battle |
| Parent | brightSpot |

| Playback | |
|------------------------|-------------------------------------|
| Looped | <input checked="" type="checkbox"/> |
| PlaybackLoudness | 0 |
| PlaybackRegionsEnabled | <input type="checkbox"/> |
| PlaybackSpeed | 1 |
| Playing | <input checked="" type="checkbox"/> |



Properties - Part "scriptHolder" 🗑️ ✕

anch

▼ Part

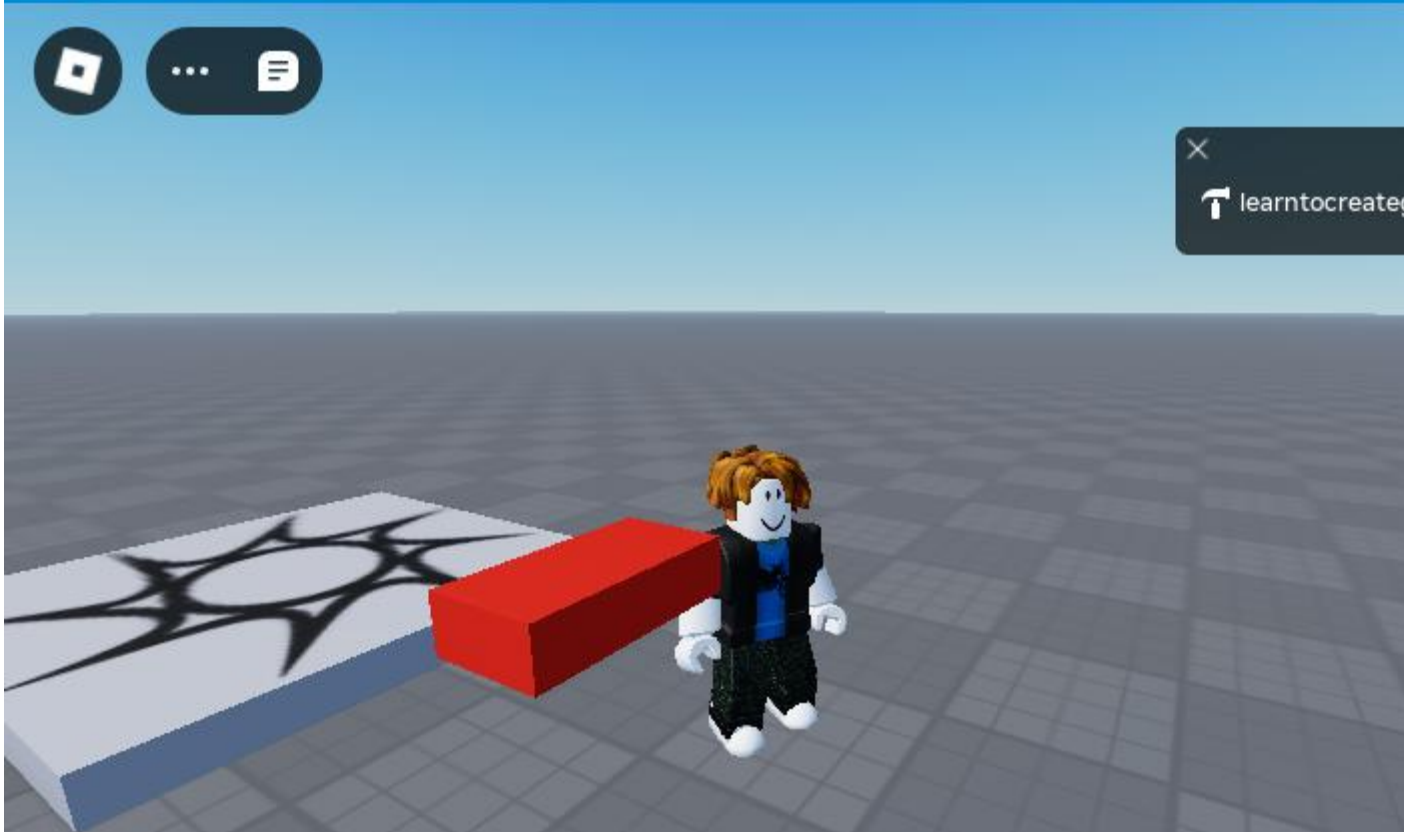
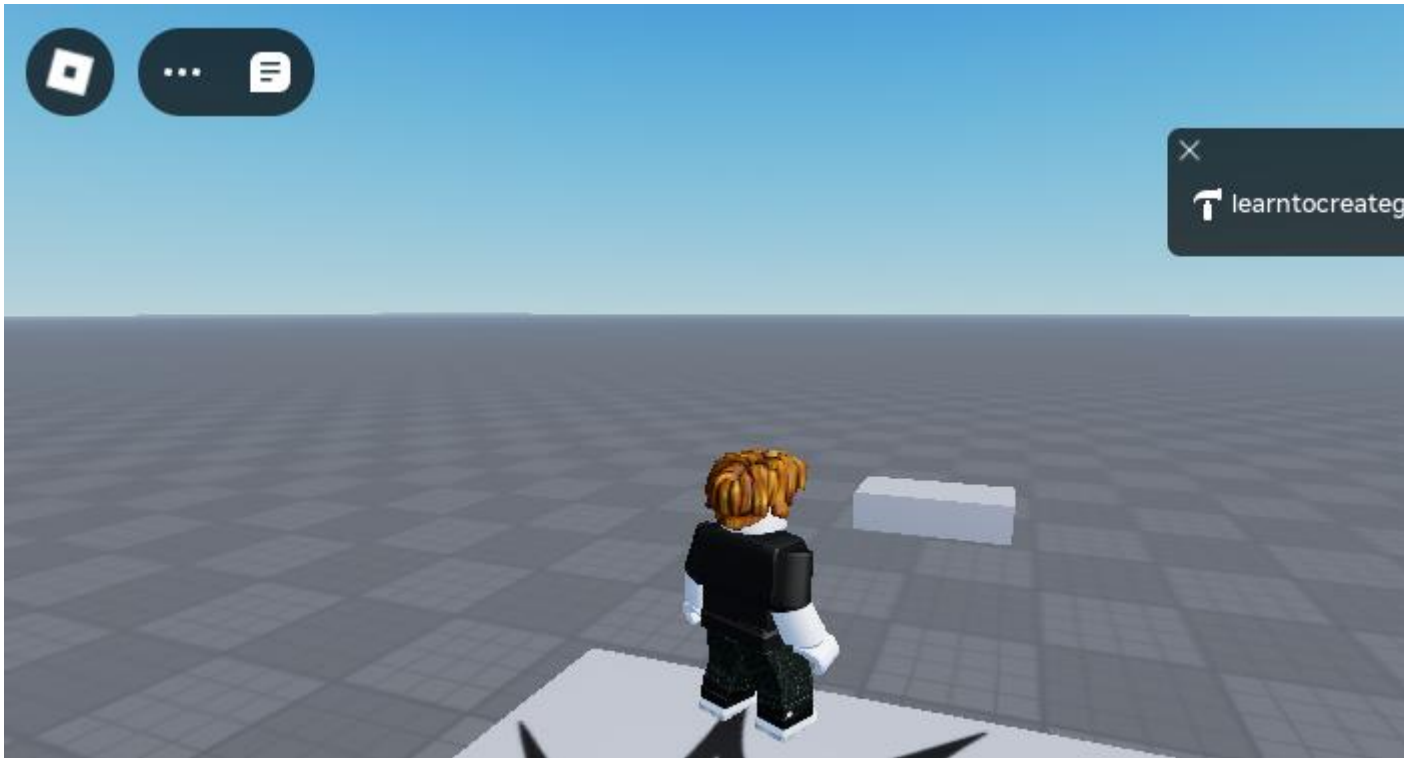
Anchored

scri 🗑️ ⋮

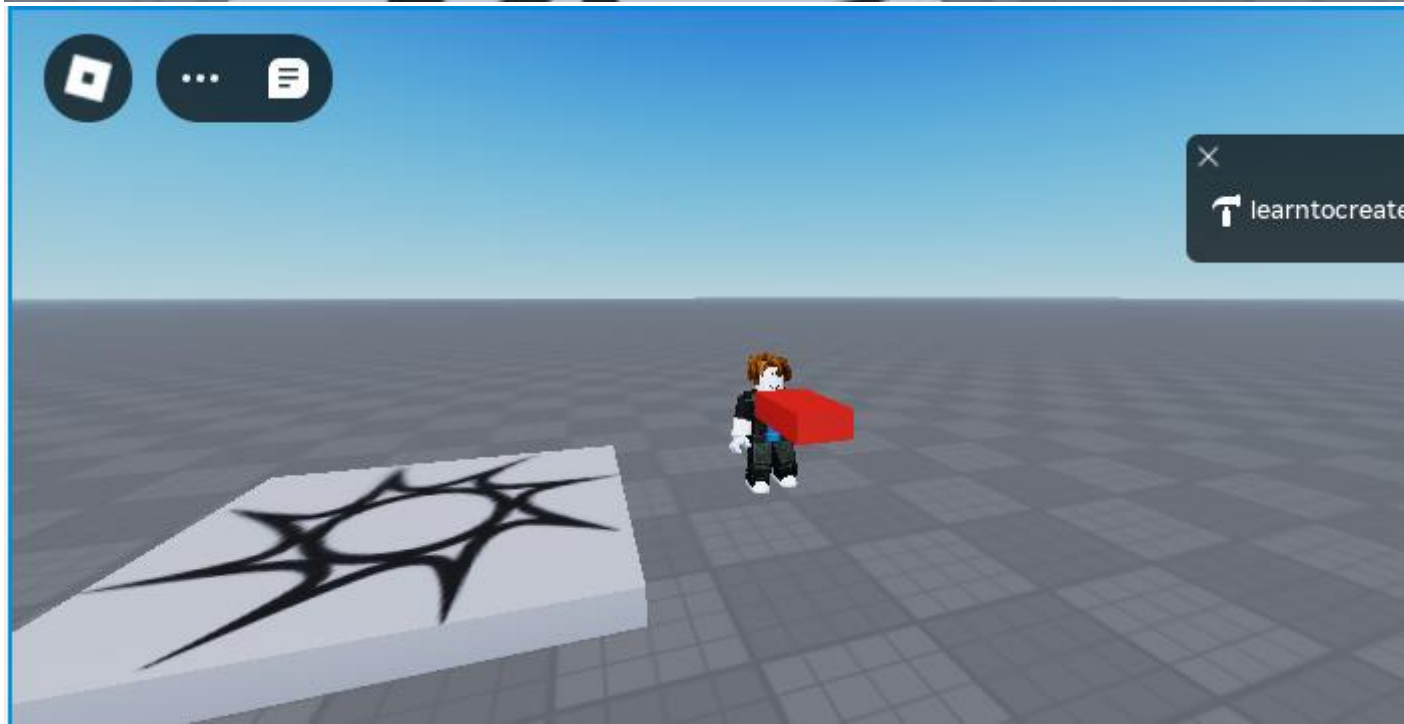
- Script 👉
- LocalScript
- ModuleScript

Place1 ✕ | Script ✕

```
1 print("Hello world!")  
2
```



17:26:56.231 ▶ Part was touched by Workspace.learntocreategames.HumanoidRootPart (x
17:26:56.448 Part was touched by Workspace.learntocreategames.RightHand - Server -



All Messages ▾

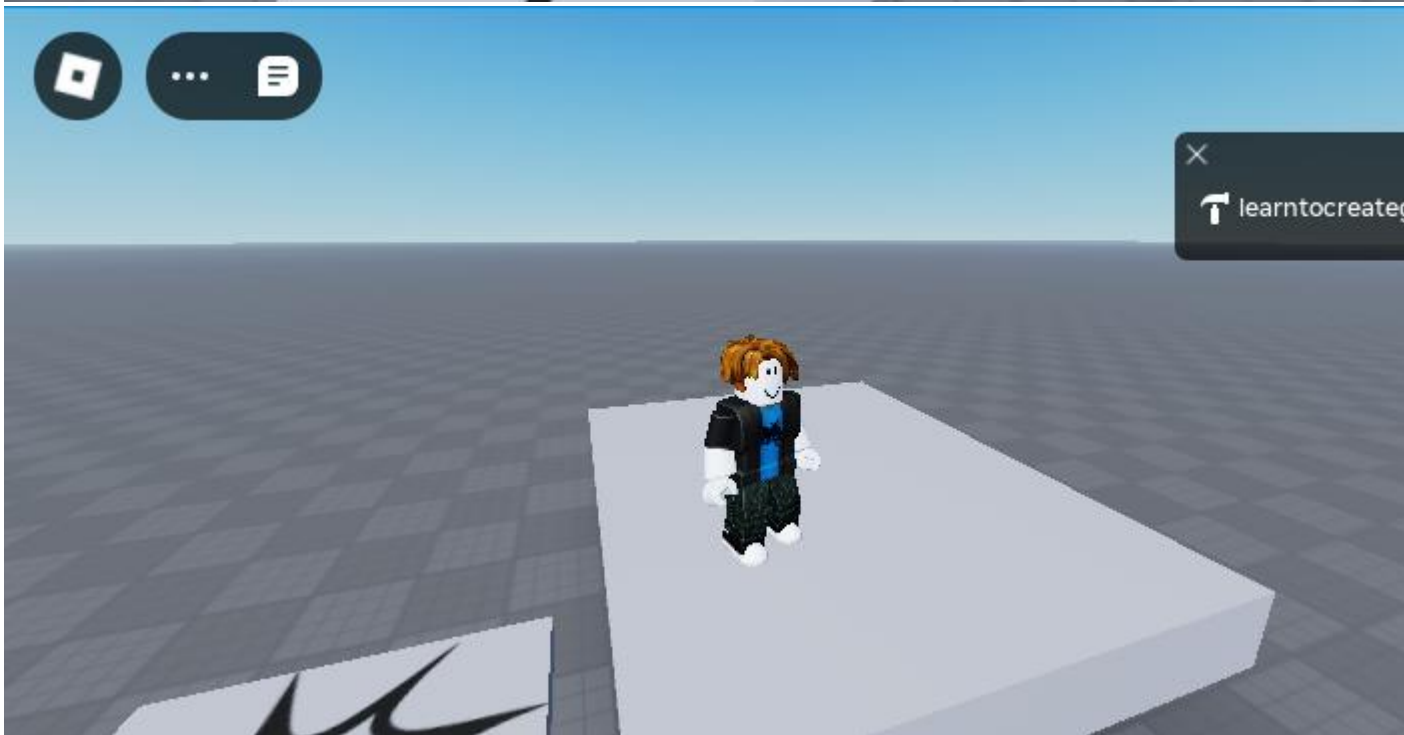
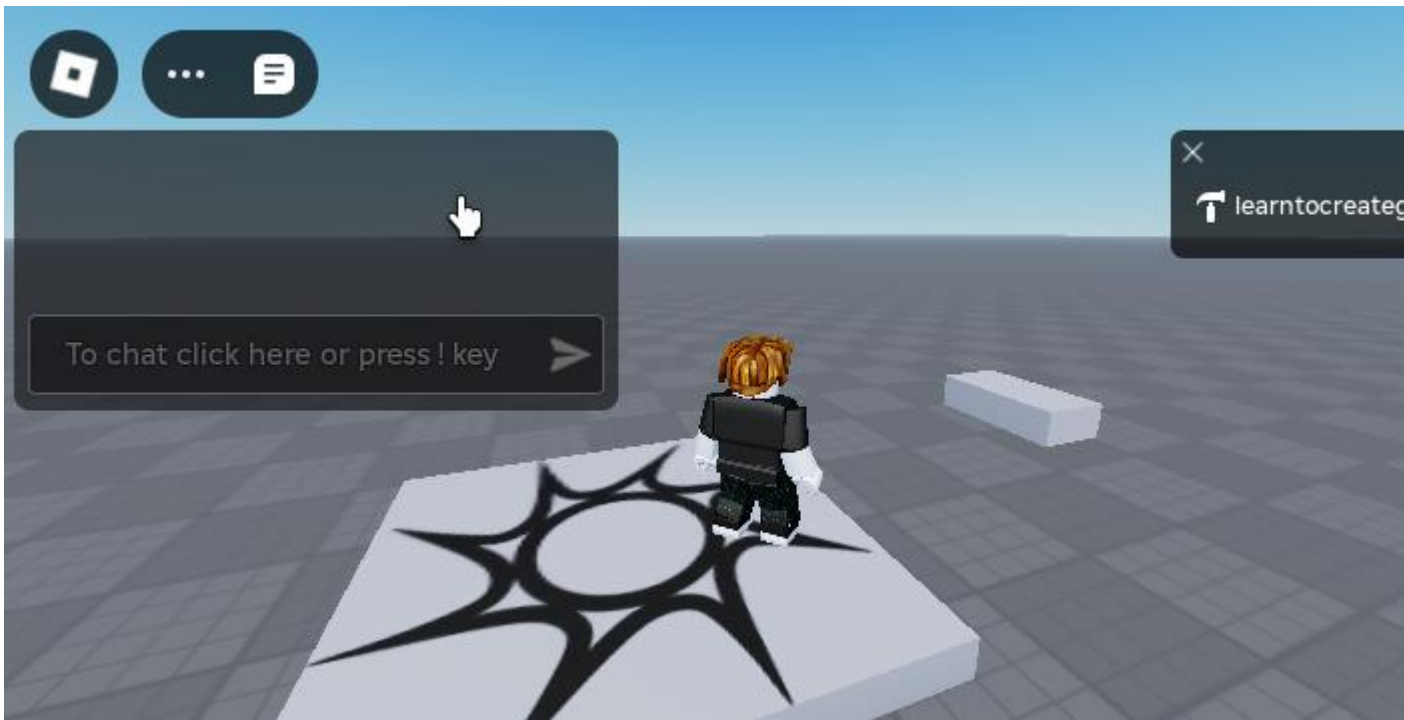
All Contexts ▾

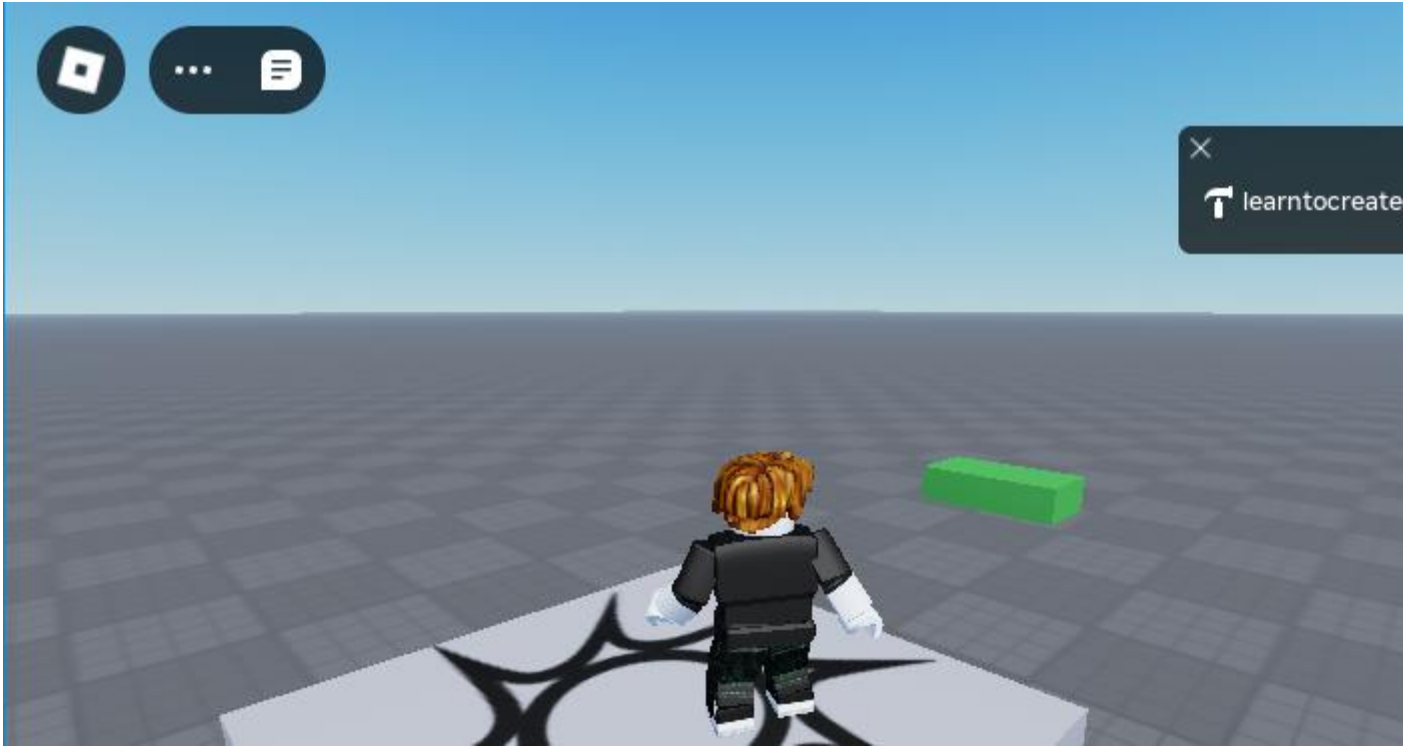
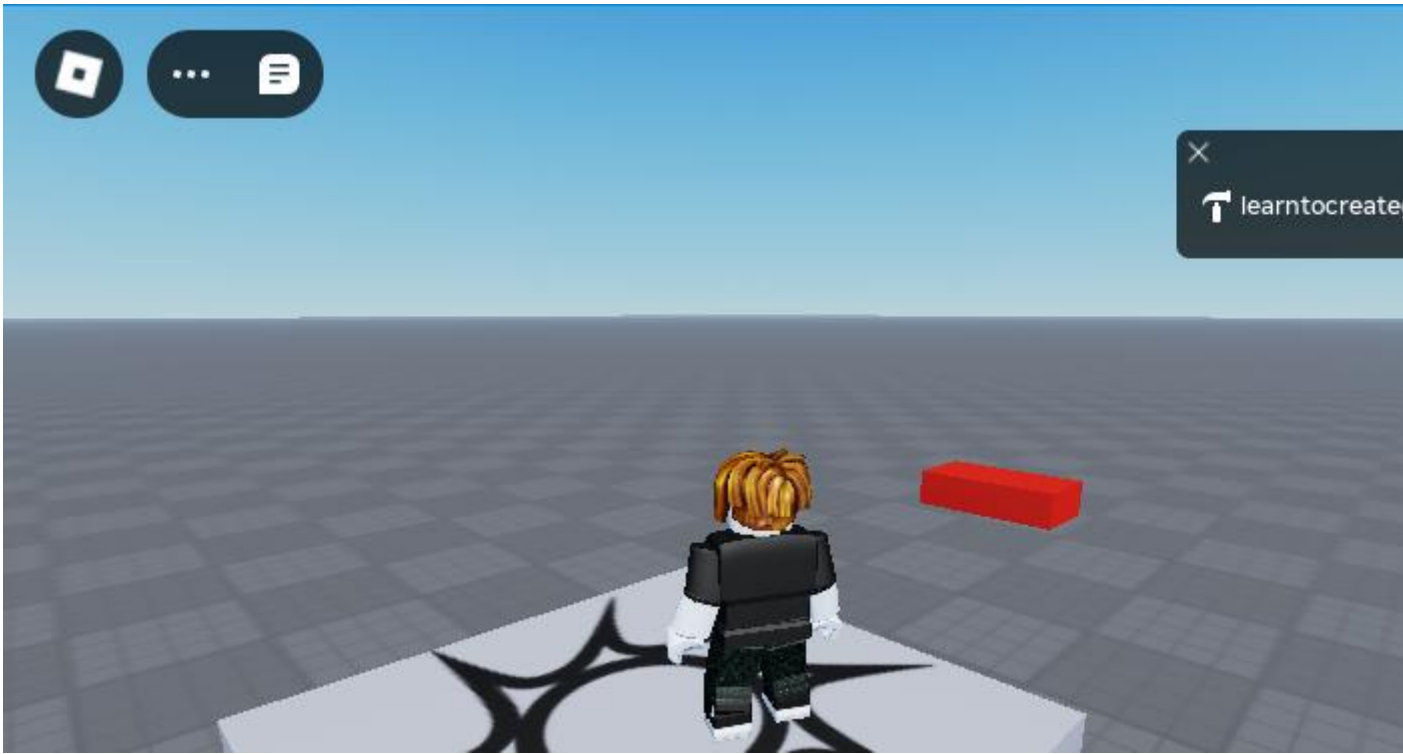
18:03:21.041 The sum of 2and 3 is: 5

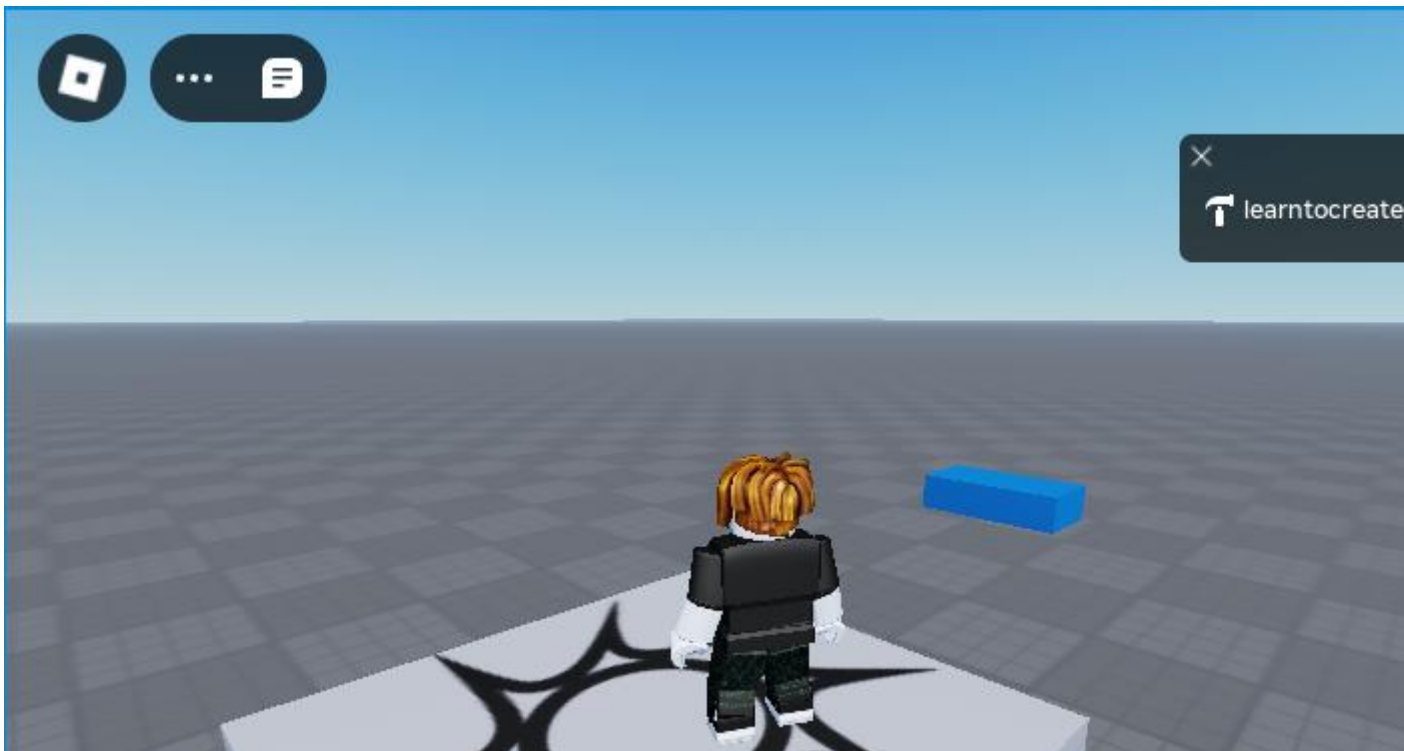
All Messages ▾

All Contexts ▾

18:05:39.276 The sum of 2and 3 is: 5 -
18:05:39.276 The product of 2and 3 is: 6

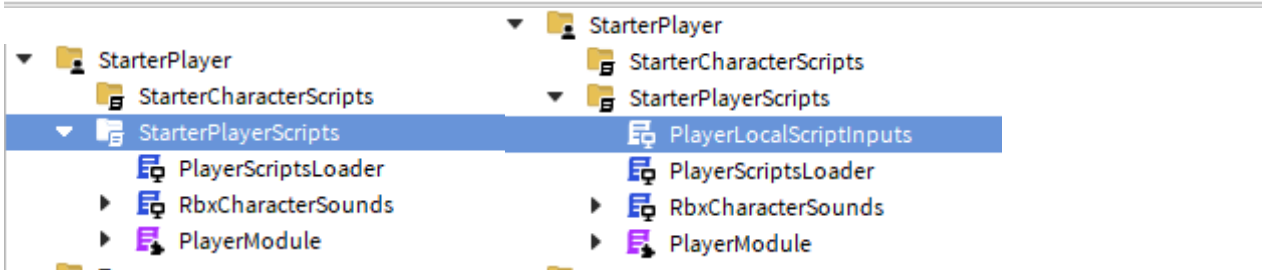






All Messages ▾ All Contexts ▾

```
13:40:33.327 BrickColr is not a valid member of Part "Workspace.scriptHolder" - Ser  
13:40:33.327 Stack Begin - Studio  
13:40:33.327 Script 'Workspace.scriptHolder.Script', Line 49 - function onTouched -  
13:40:33.327 Stack End - Studio
```

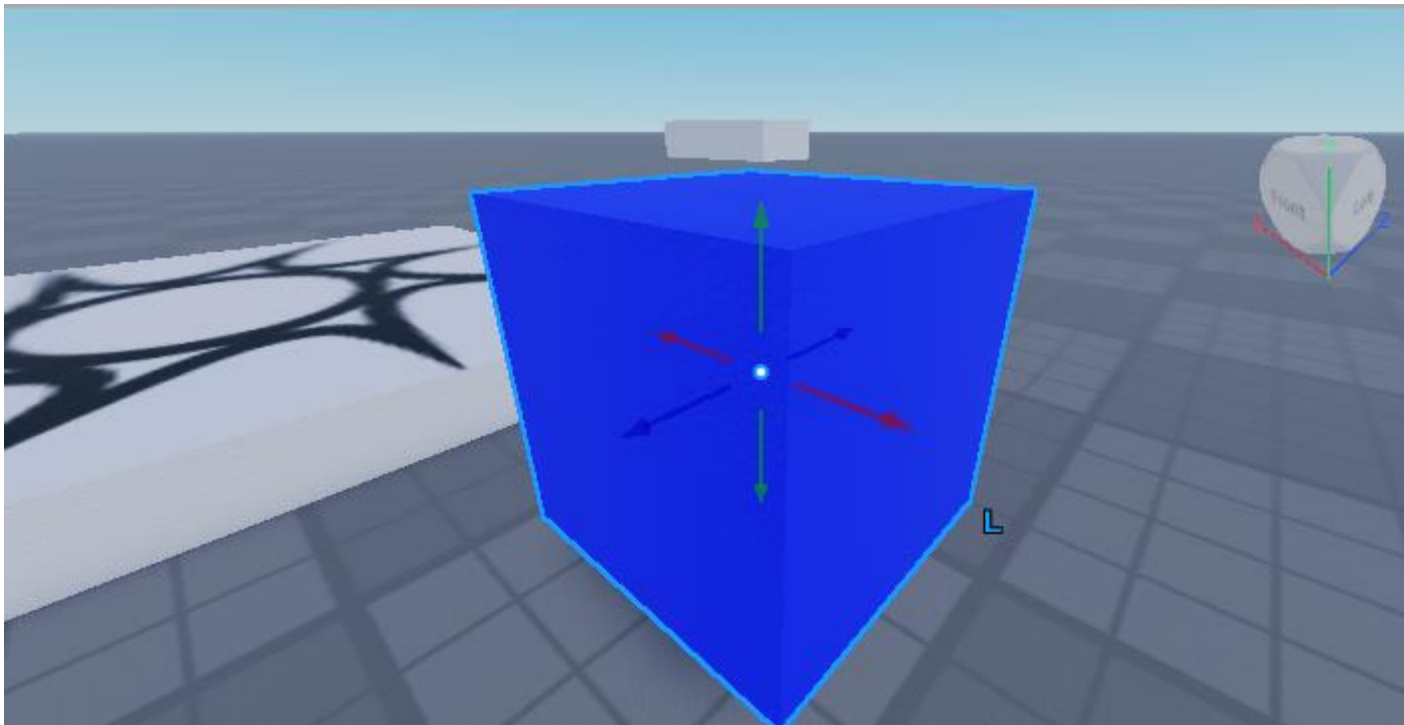


All Messages ▾ All Contexts ▾

```
14:32:38.463 You pressed the key P - Client - PlayerLocalScriptsInput:8  
14:32:39.880 You pressed the key O - Client - PlayerLocalScriptsInput:6
```

All Messages ▾ All Contexts ▾

```
14:46:46.722 learntocreategames has joined the game. - Server - Script:61
```



- ▶ Baseplate
- ▼ boxToCollect

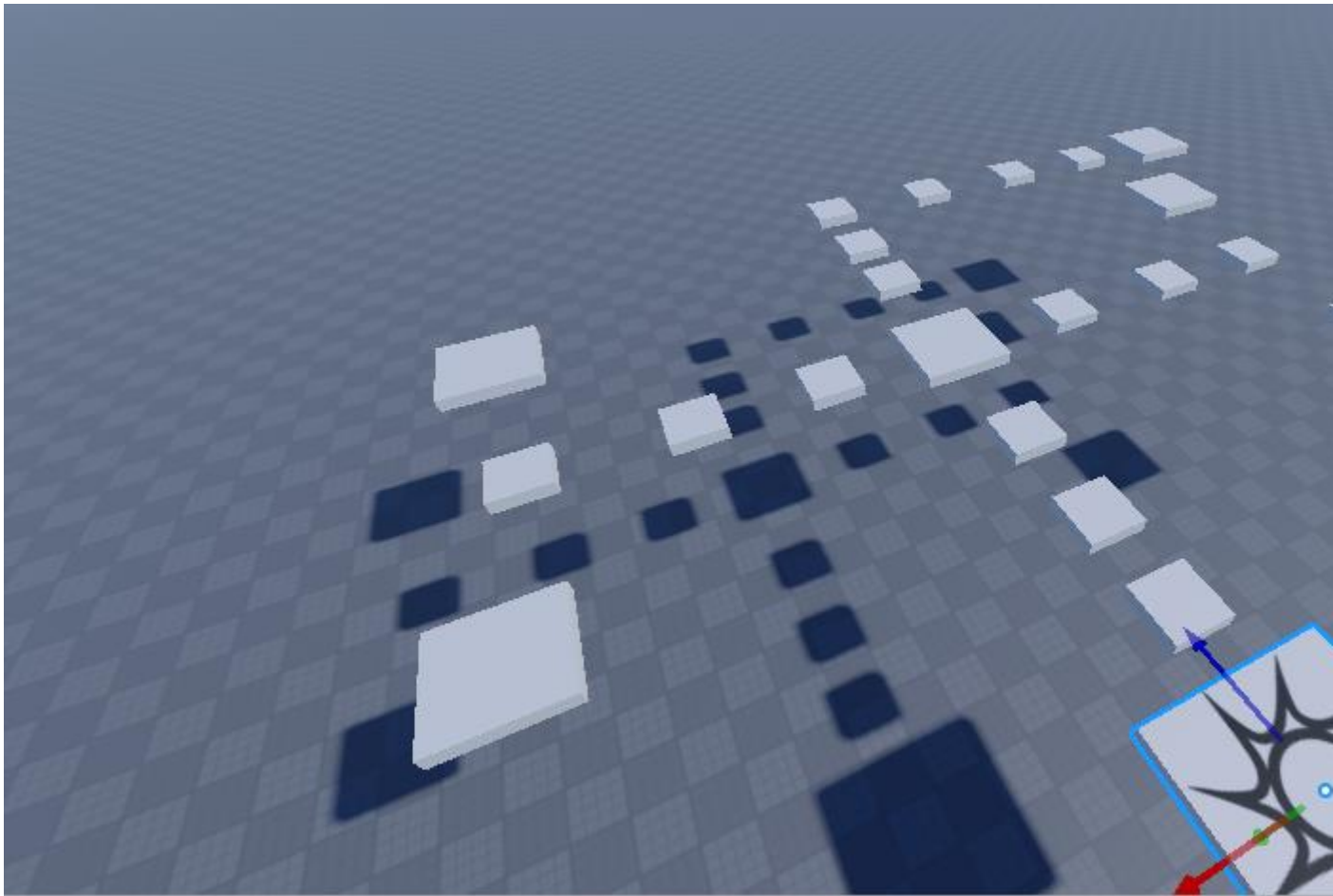
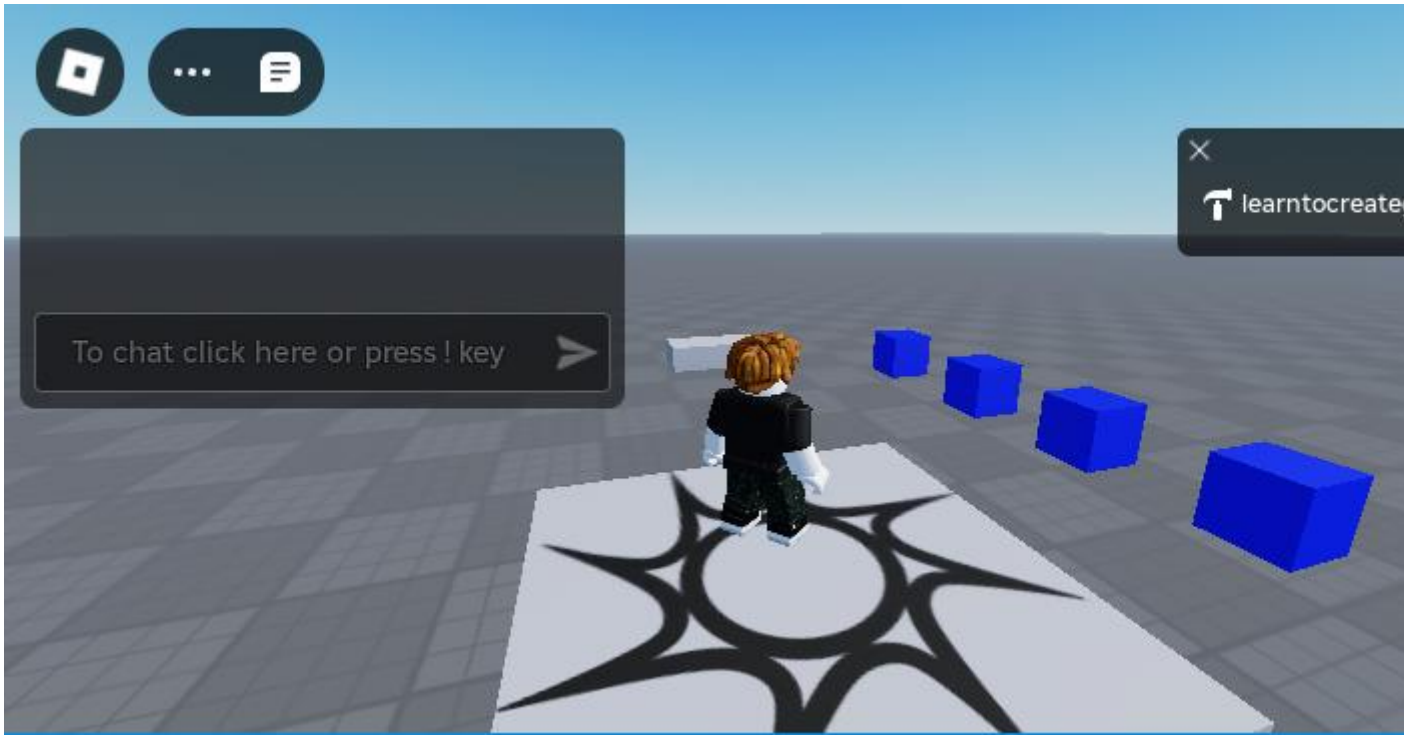
detectCollisionWithBox



All Messages ▾

All Contexts ▾

```
15:12:01.245 learntocreategames has joined the game. - Server - Script:61  
15:12:59.172 Box Collected - Server
```



Explorer

platform

22 matches

Workspace

- platform
- platform
- platform
- platform
- platform
- platform
- platform
- platform
- platform

Properties - Part "platform" - 22 items

anch

Part

Anchored

Properties - SpawnLocation "SpawnLocation"

posi

Transform

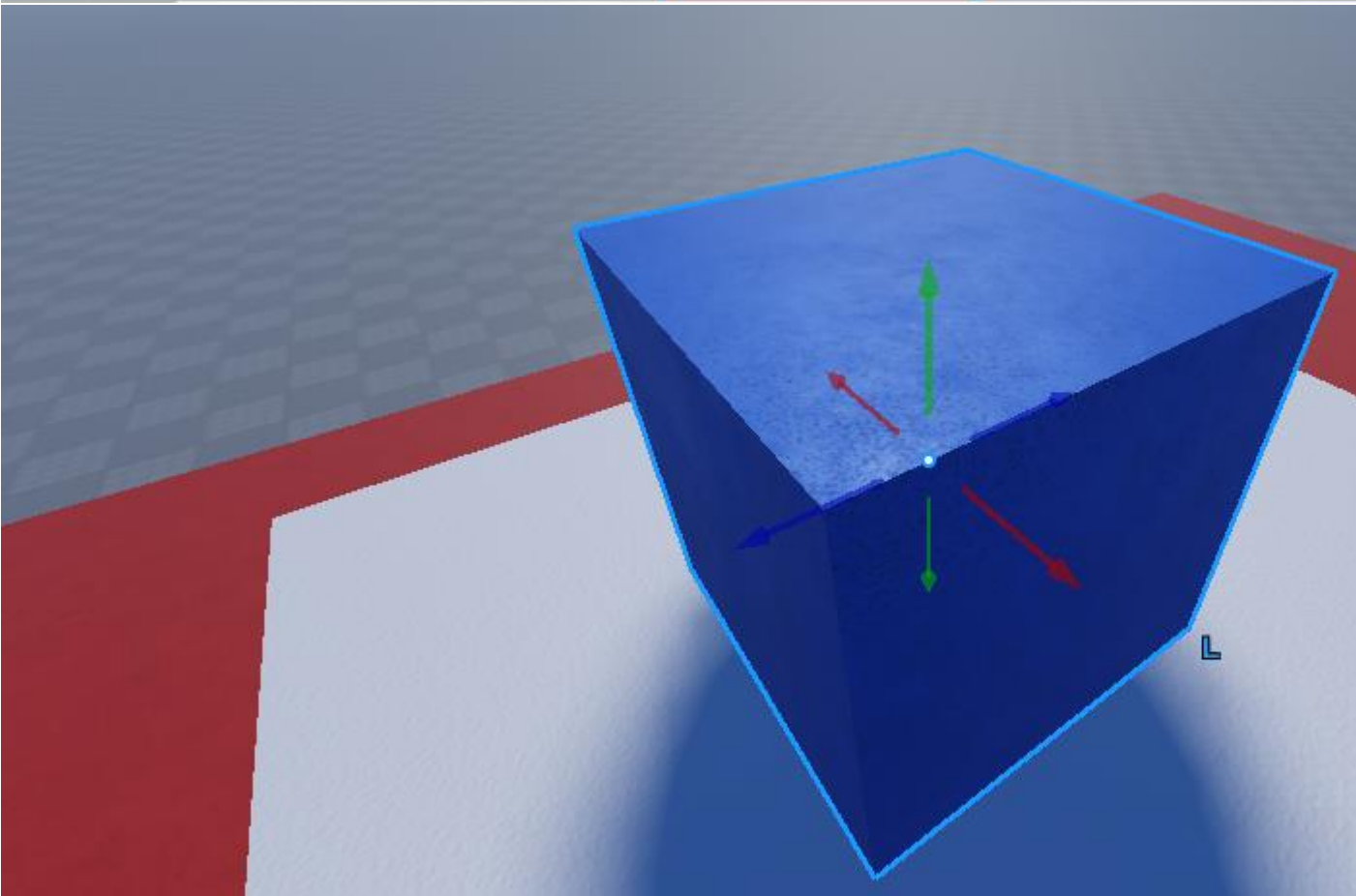
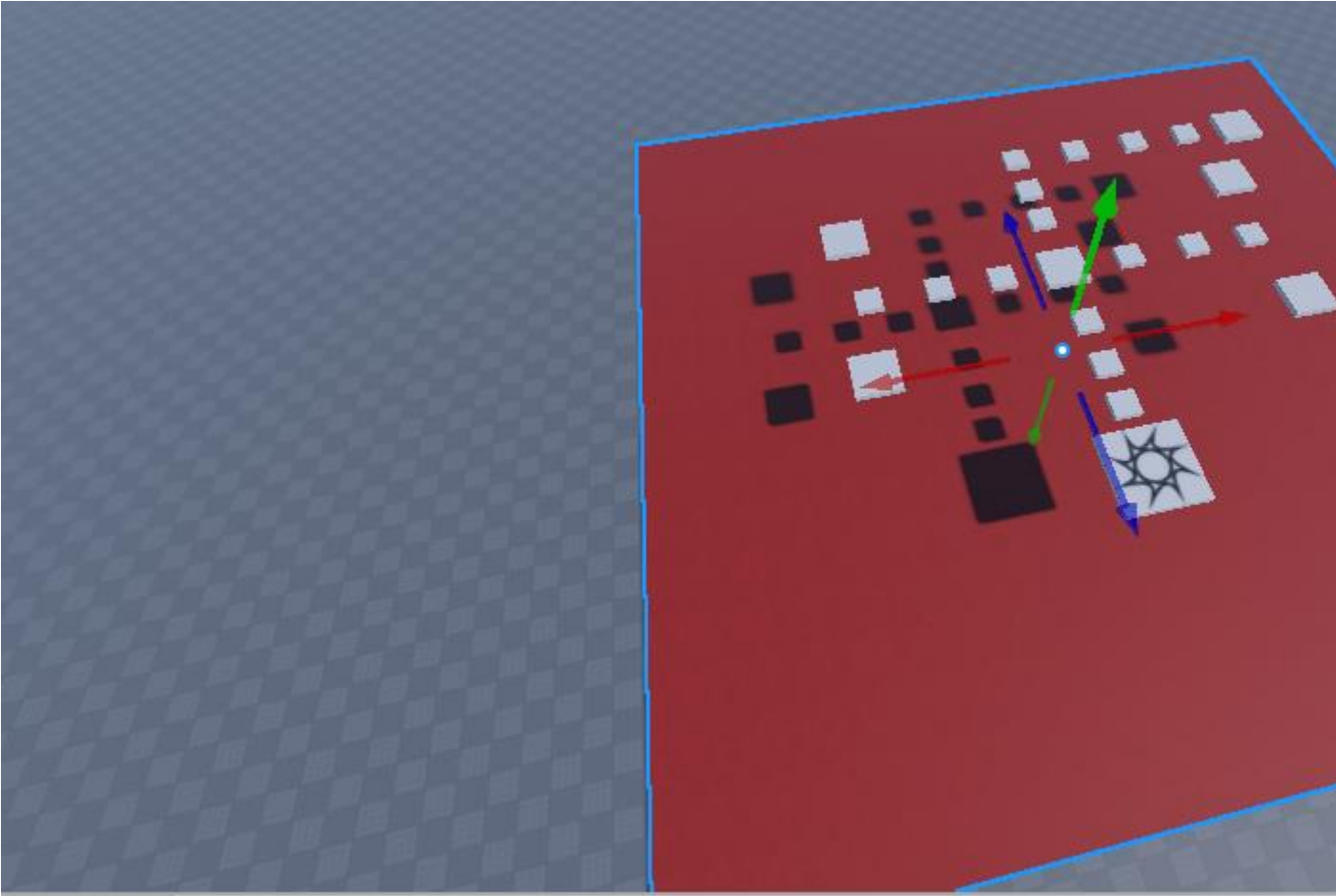
CFrame

Position -1, 20, -1

Origin

Position -1, 20, -1





Toolbox

Audio

sound effect collect

<All Audio / Search Results for **sound effect collect**

| TITLE | CREATOR | TAGS | LENGTH |
|-------|-------------|------|--------|
| yay | p0tatoma... | | 0:01 |

Audio

Insert

CATEGORY: Jingle_(music)

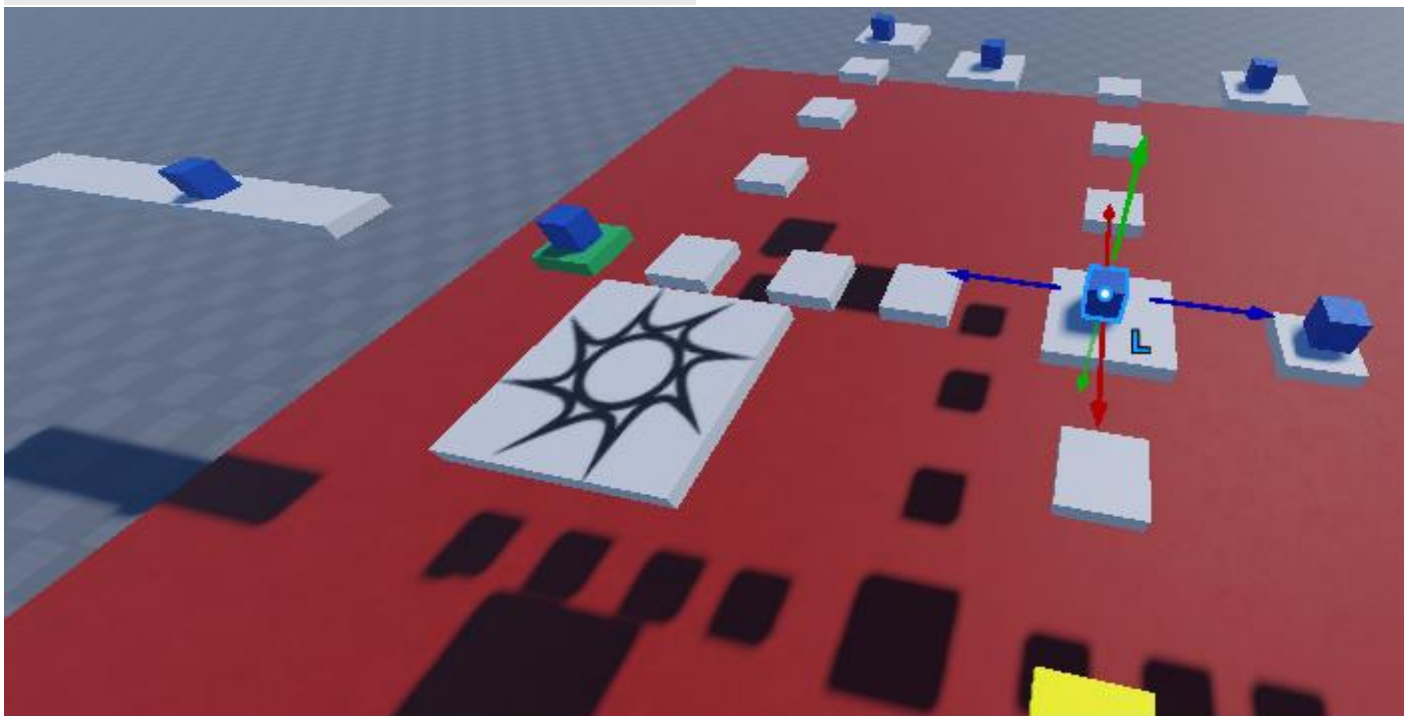
UPLOADED BY: p0tatomango

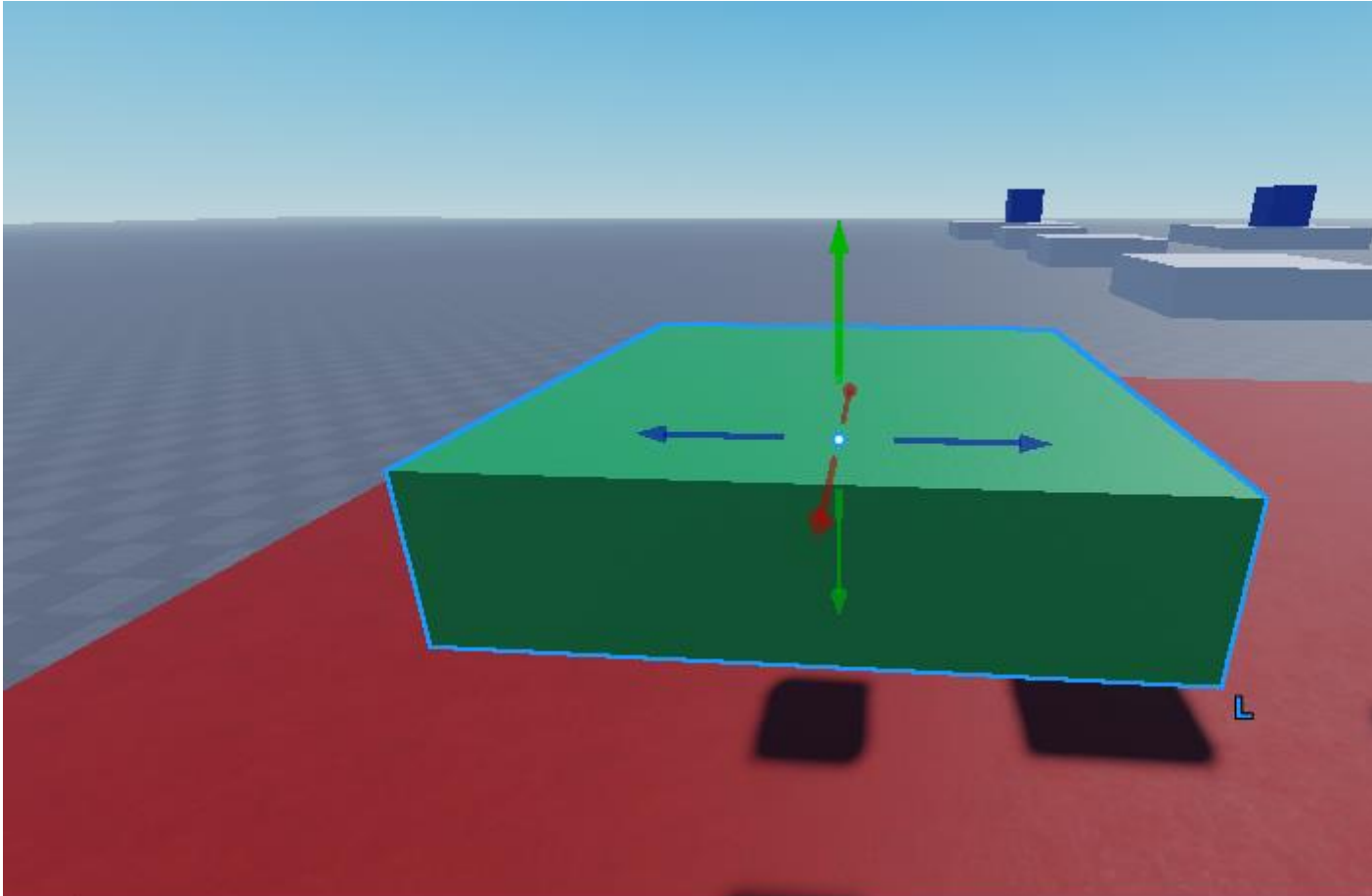
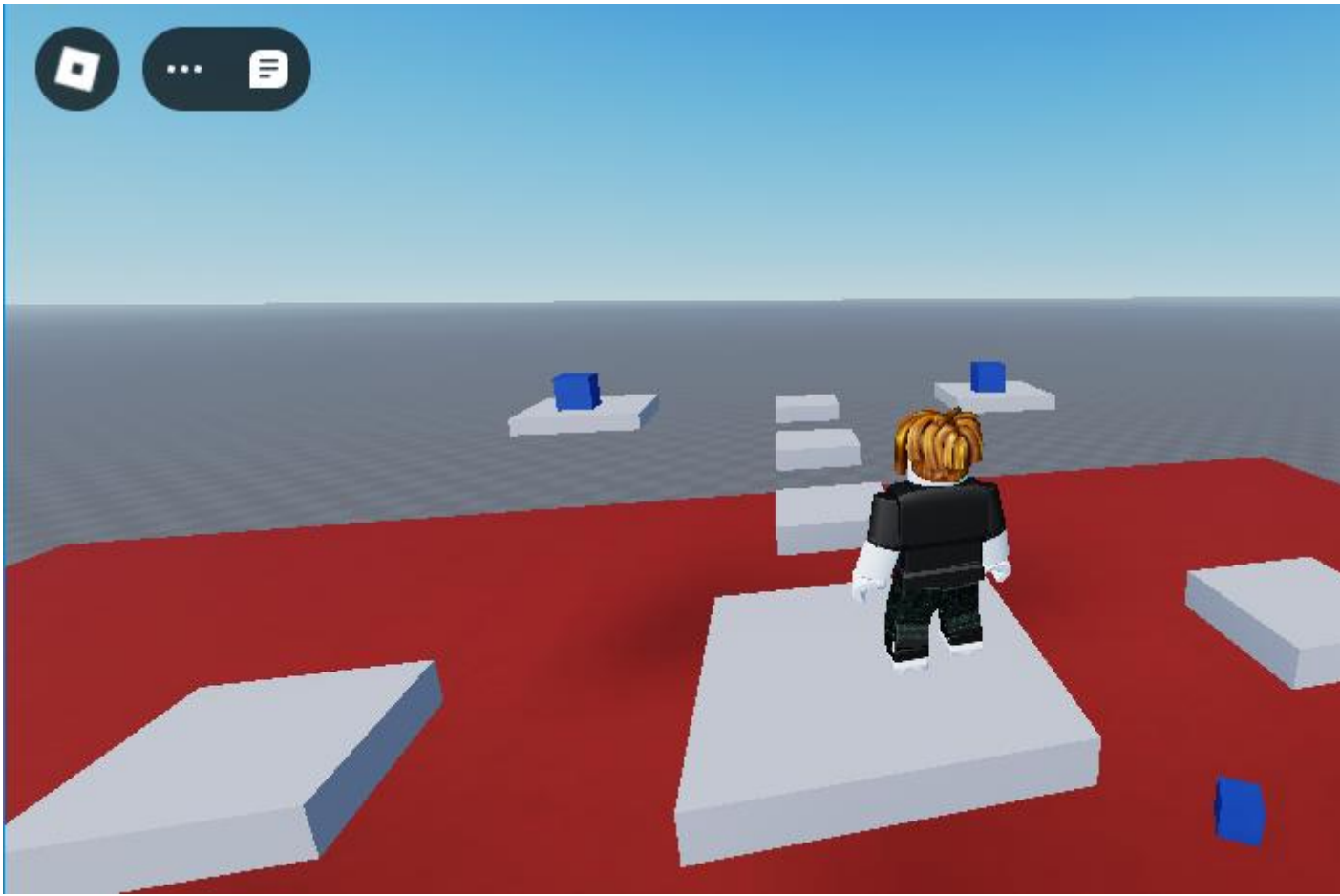
- boxToCollect
 - yay
 - collectBox

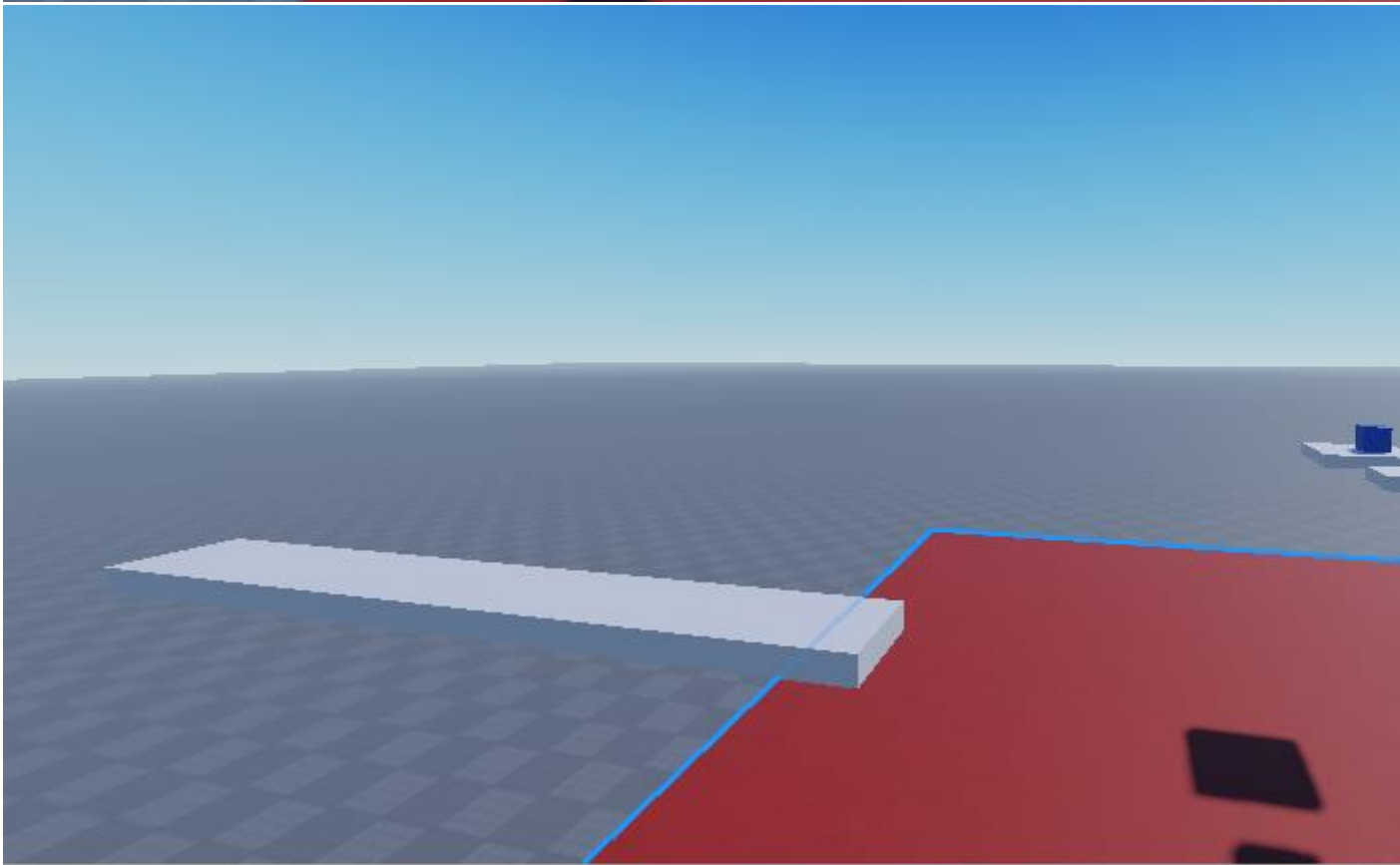
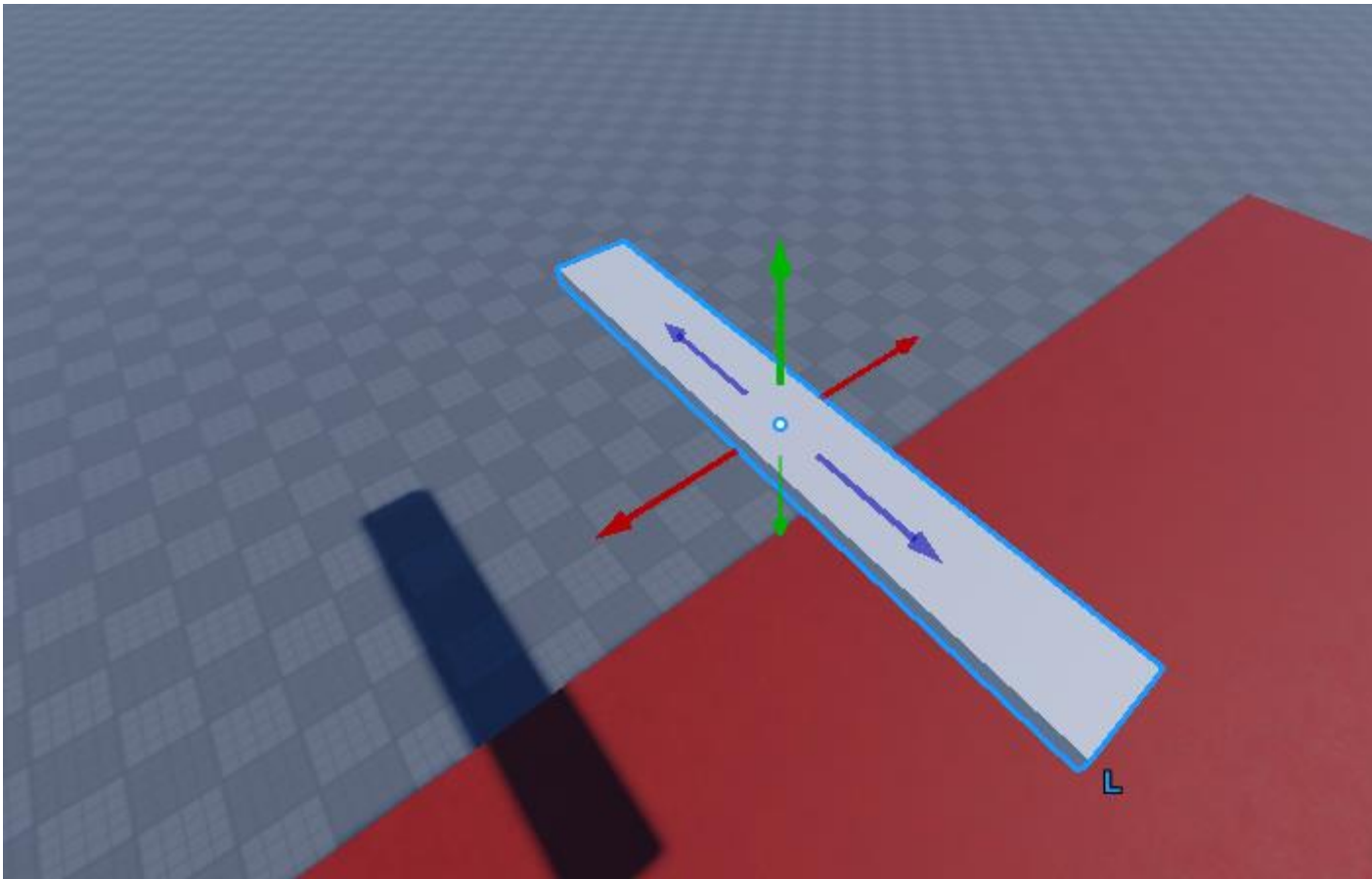
Properties - Sound "collectSound"

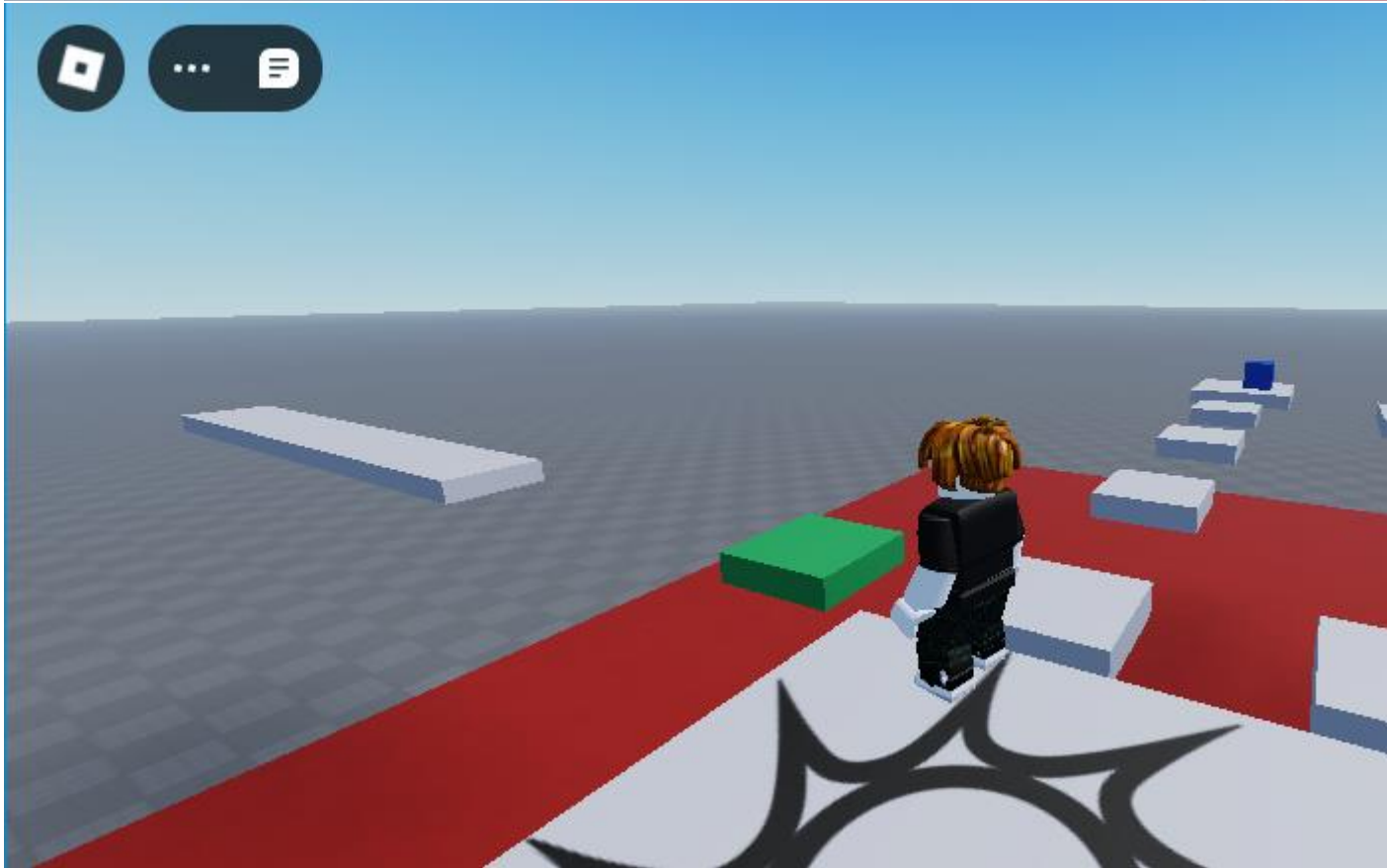
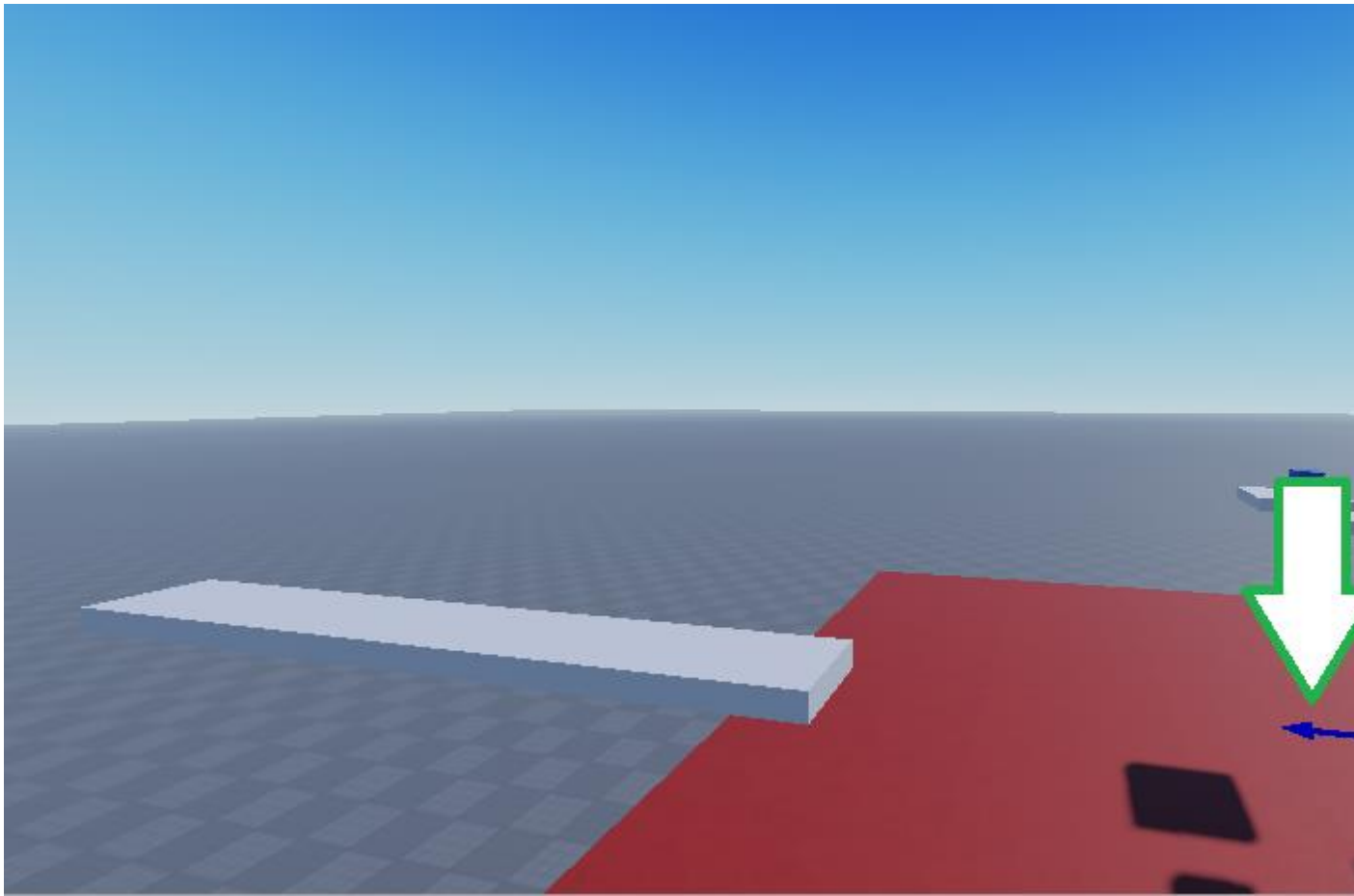
Filter Properties (Ctrl+Shift+P)

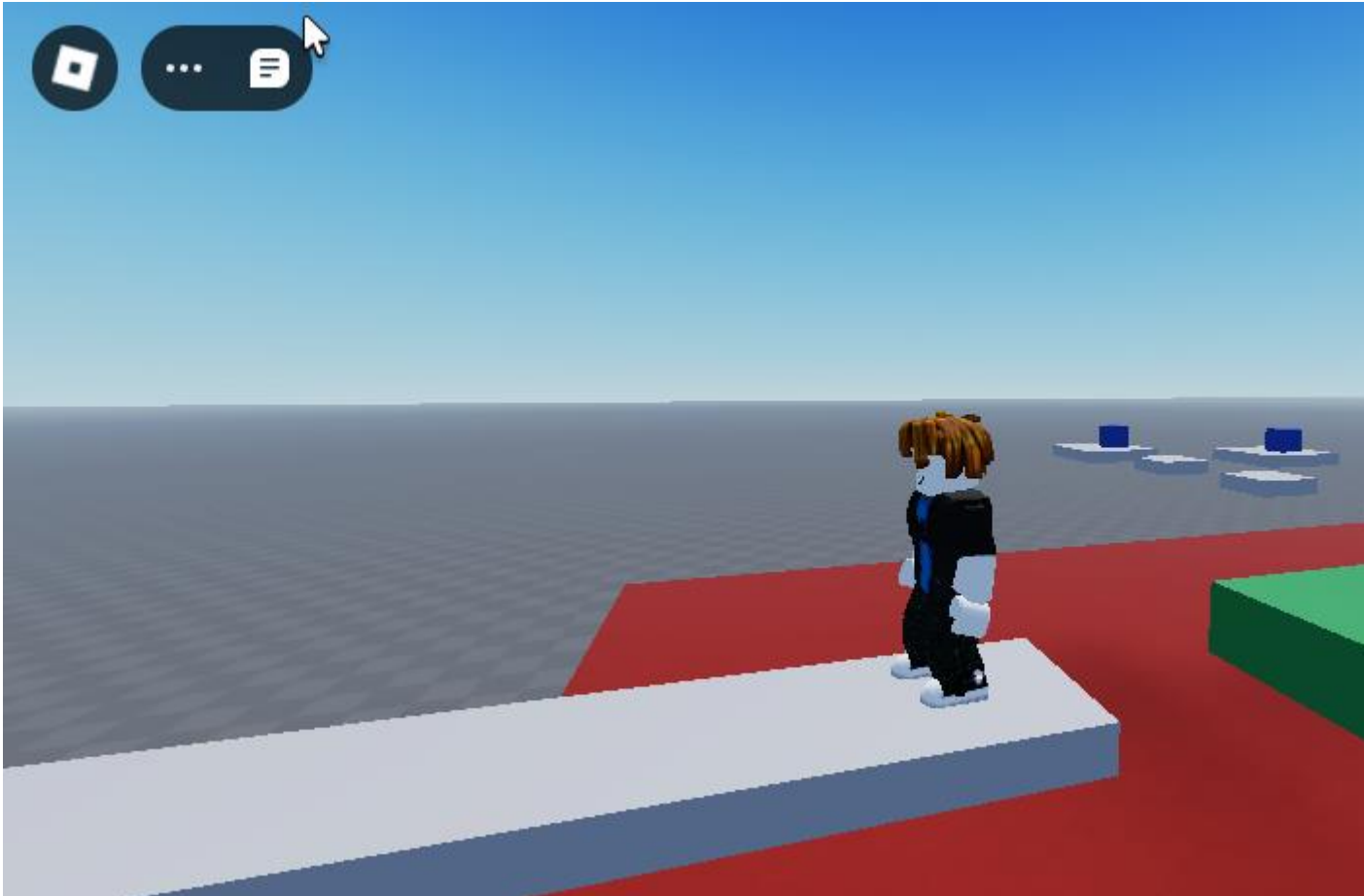
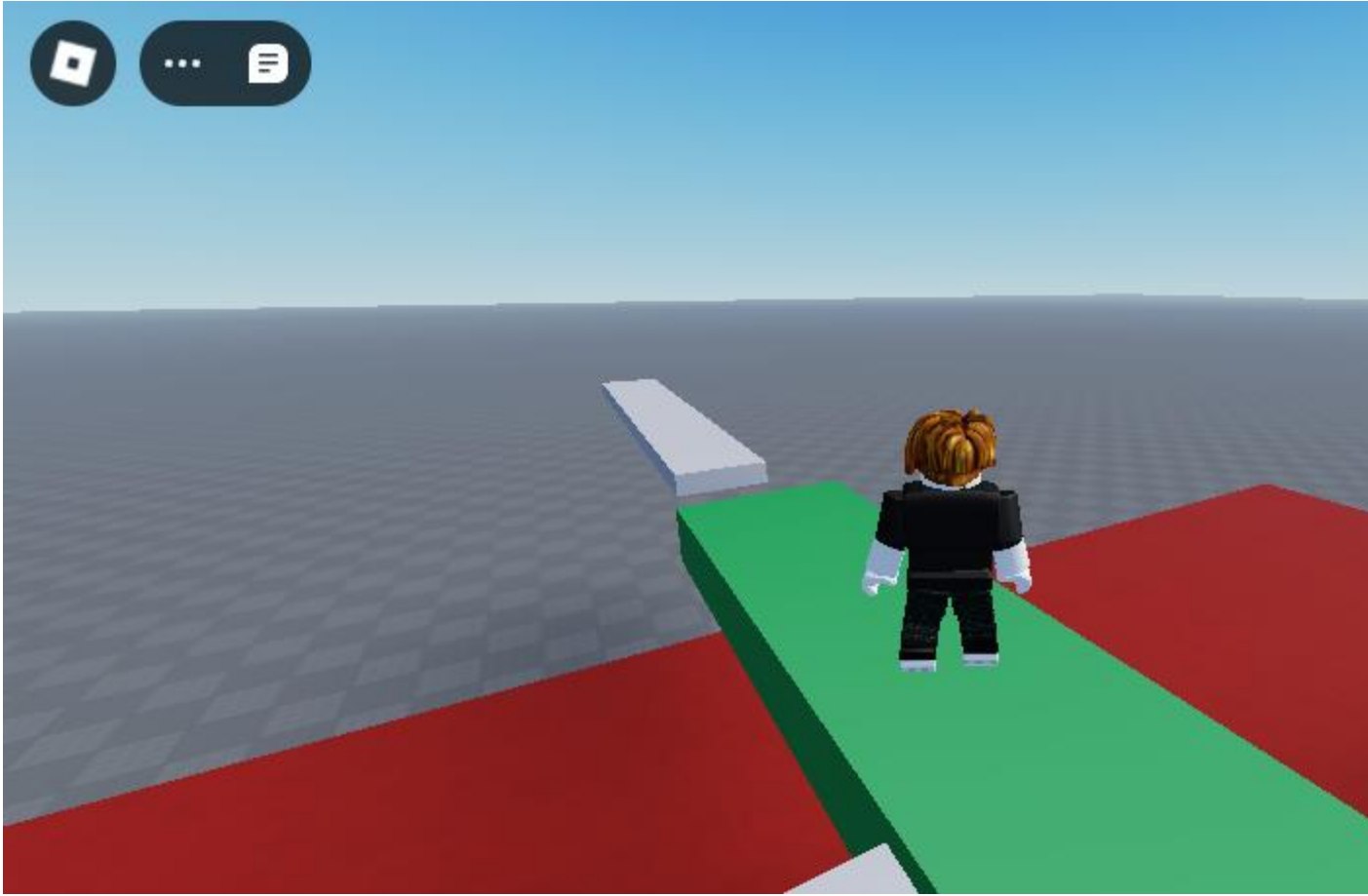
- Data
- Behavior
 - PlayOnRemove



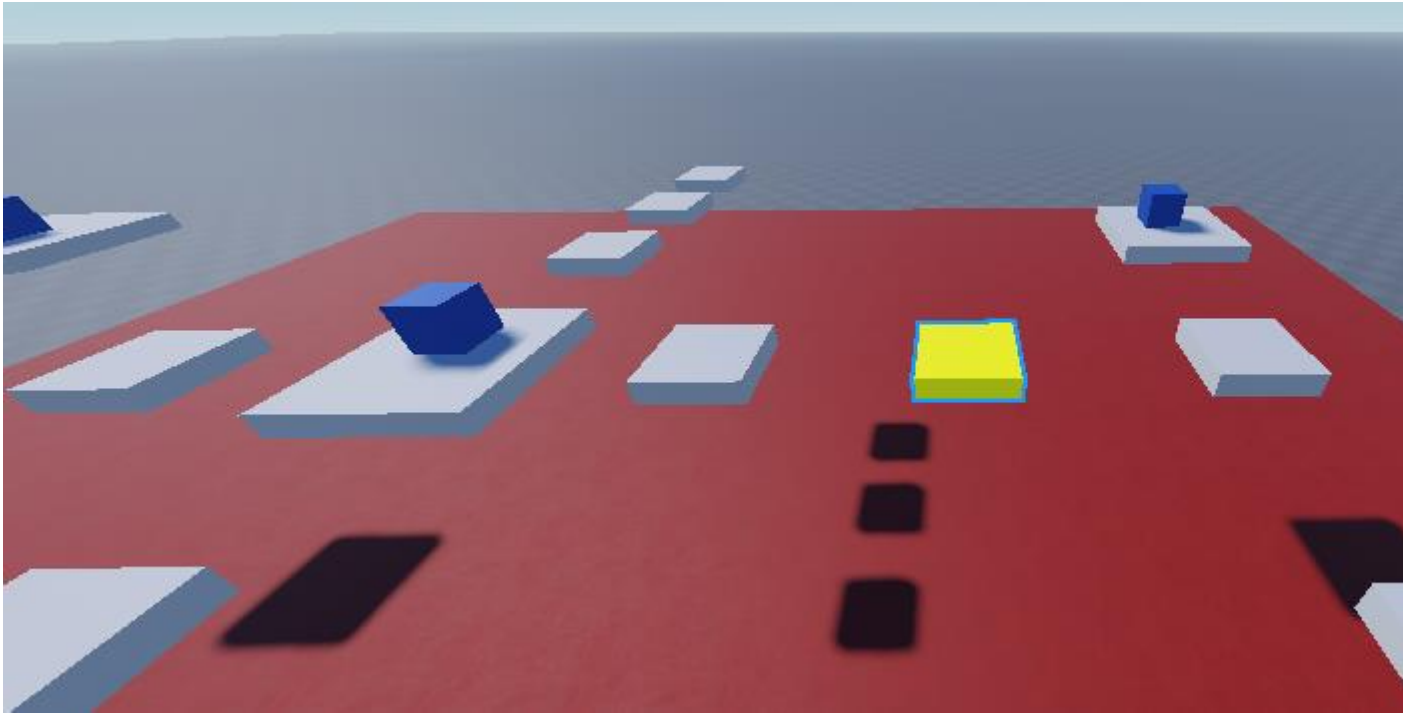
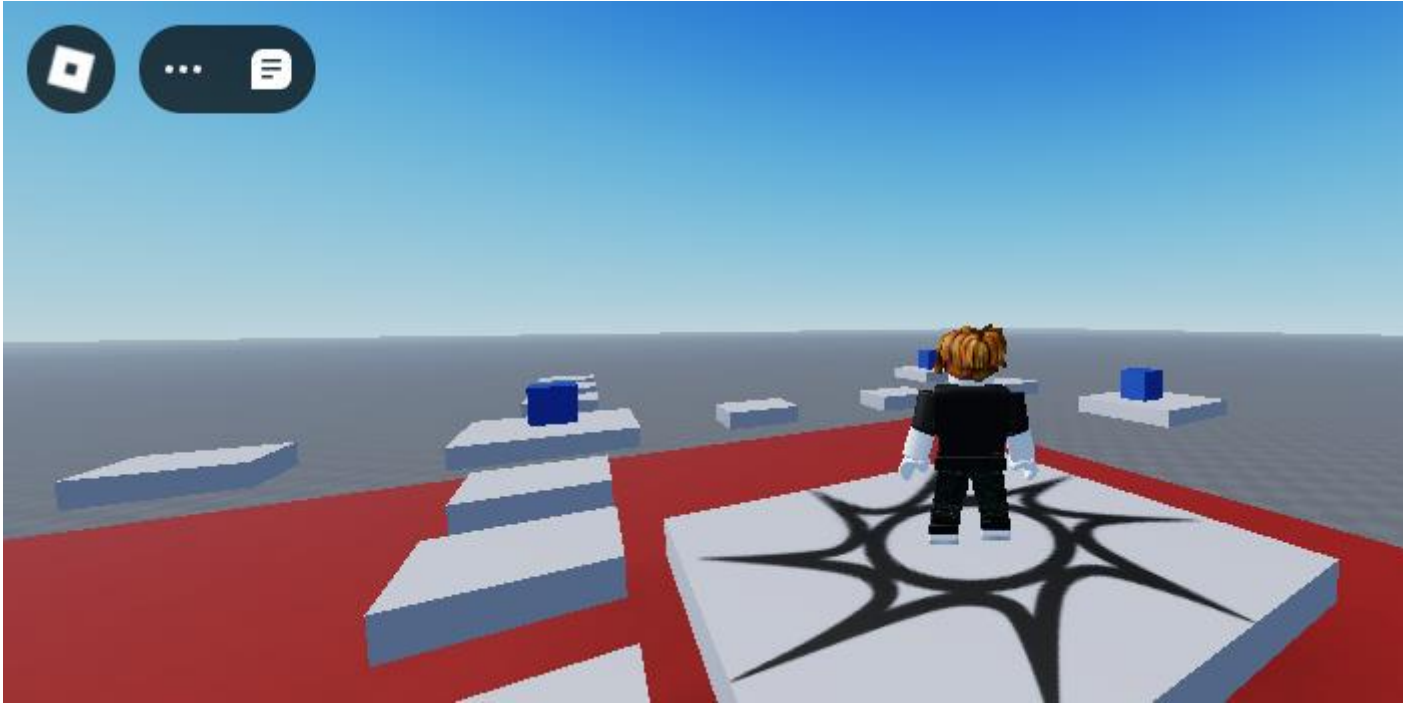












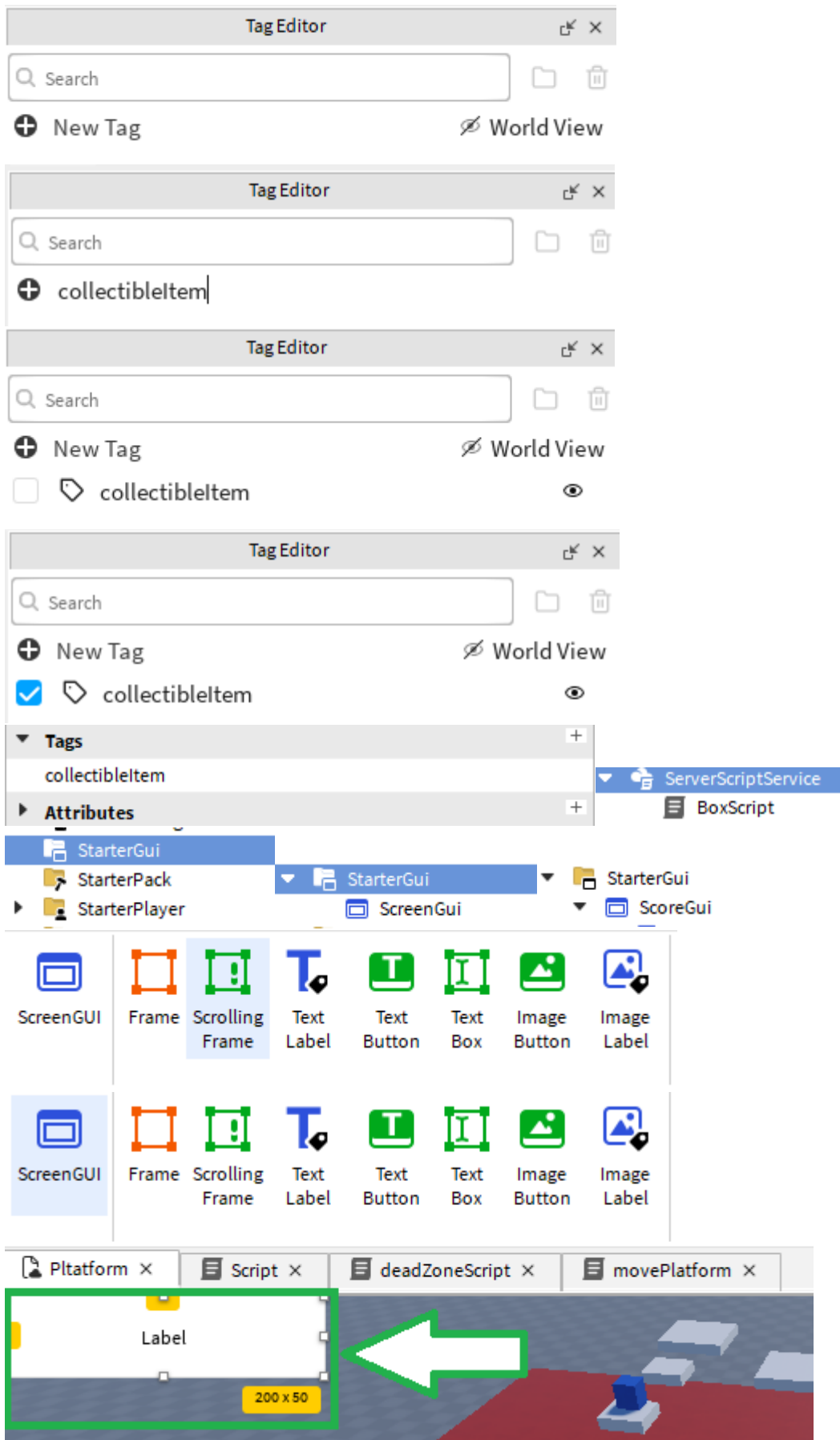


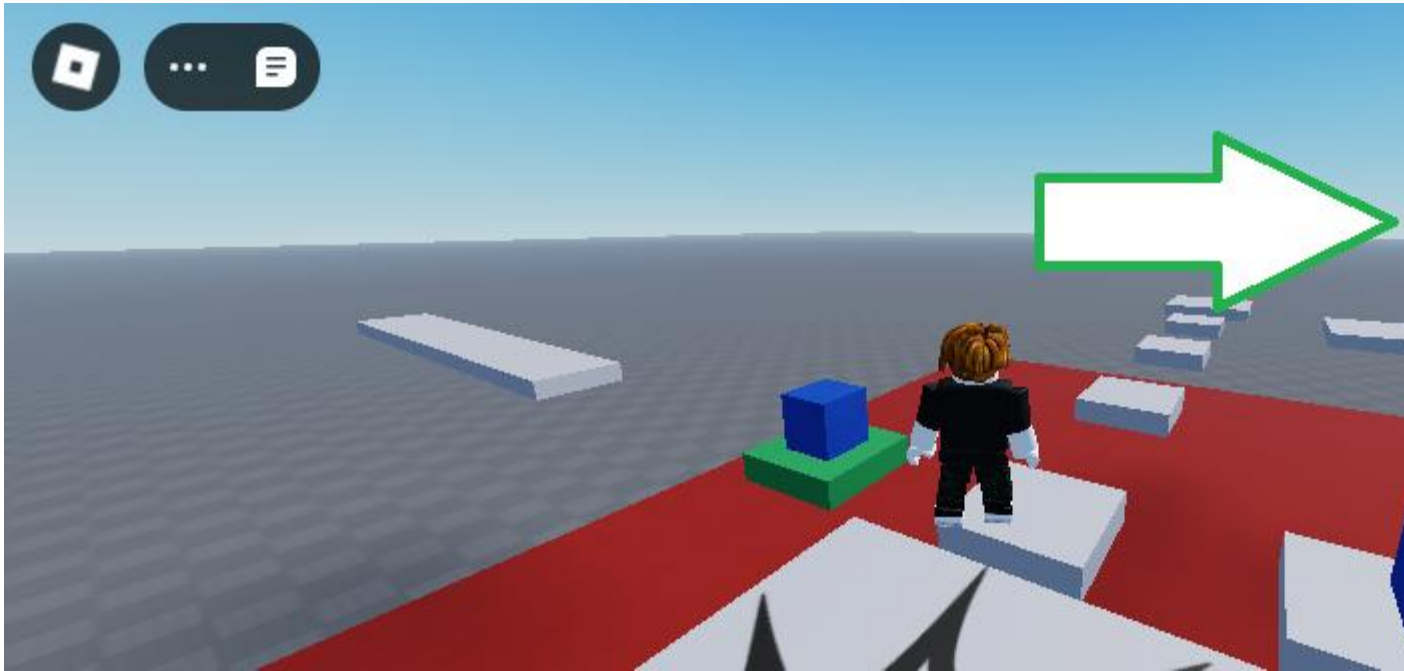
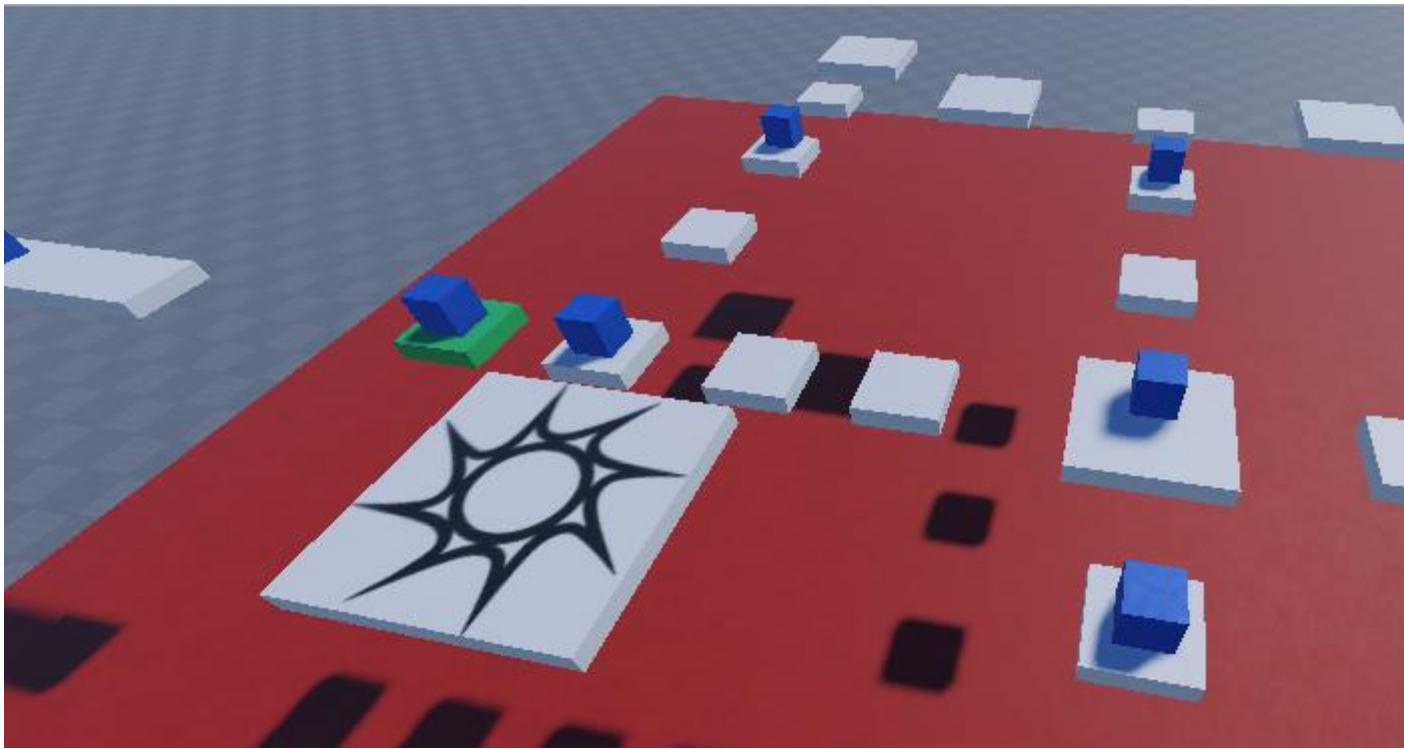
▼  movingPlatform
  movePlatform
 ^

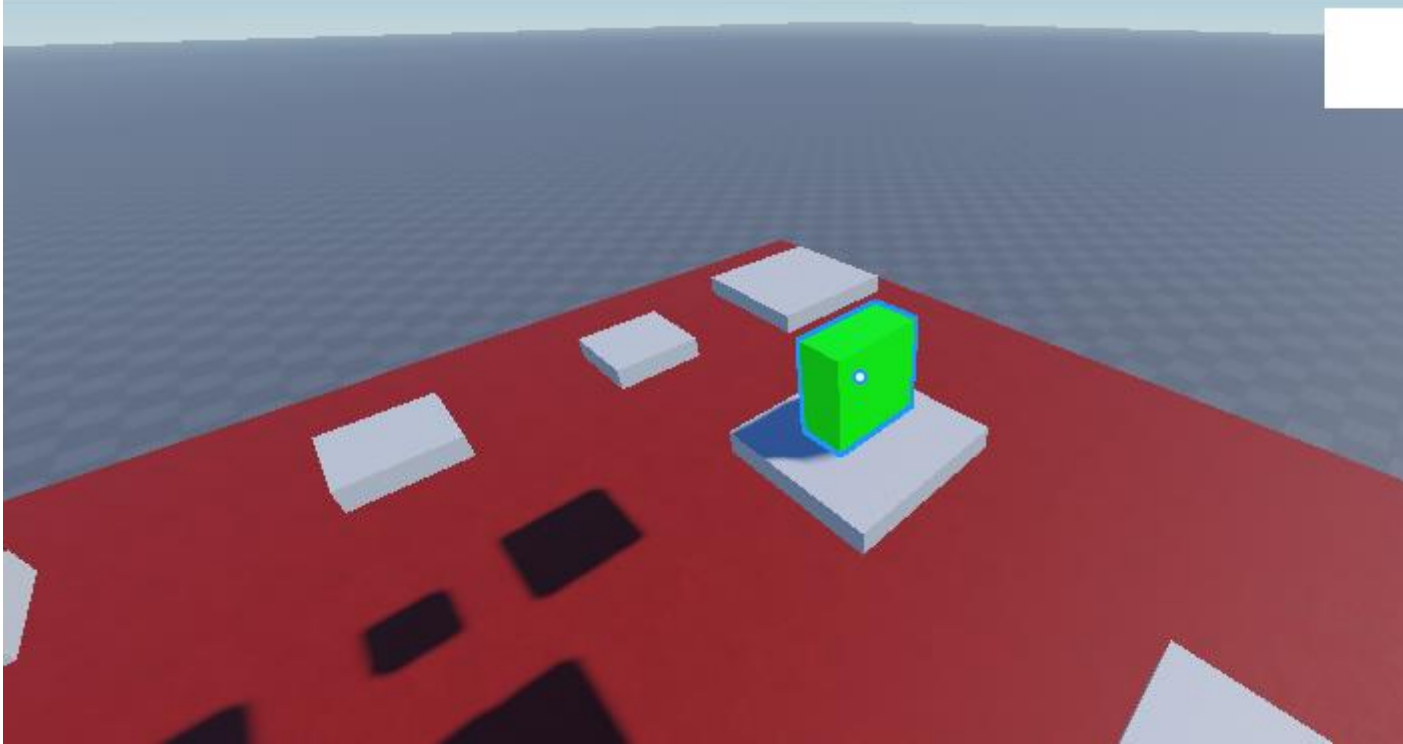
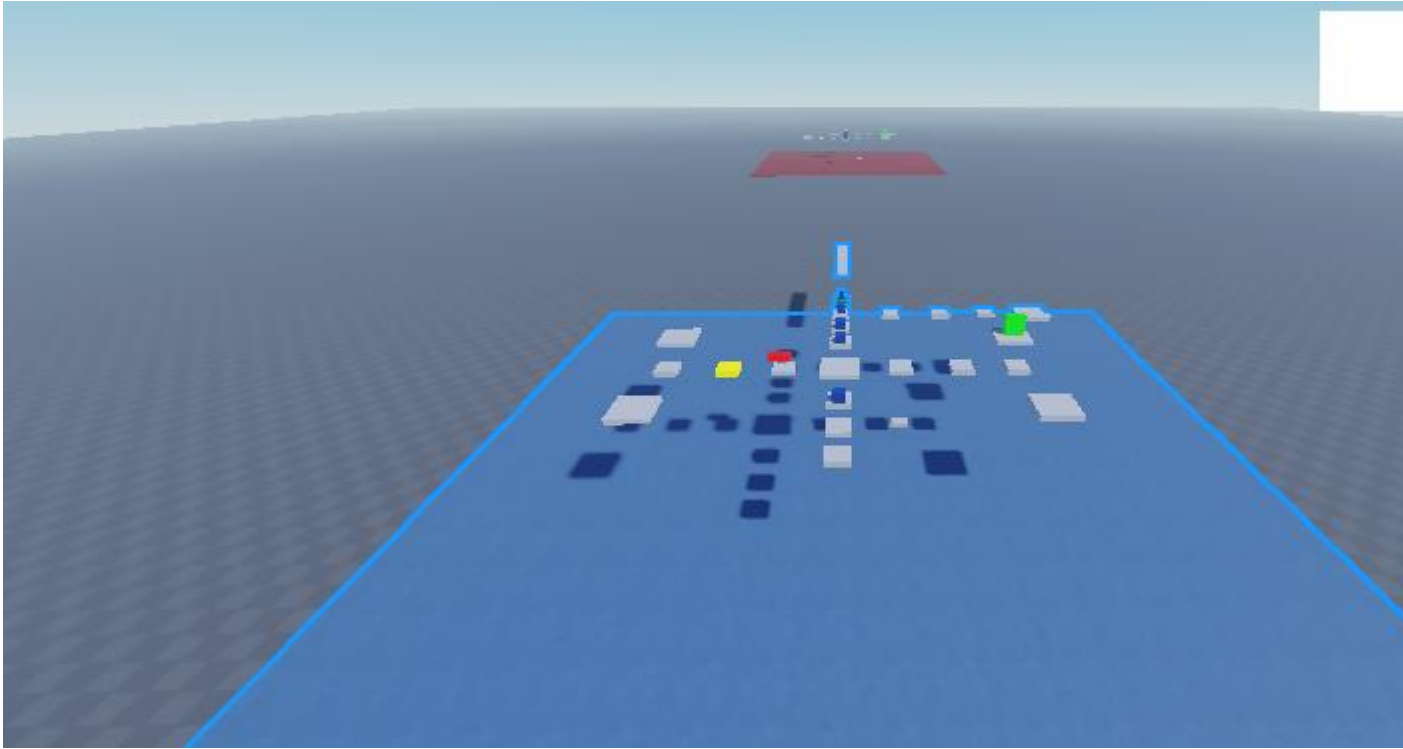


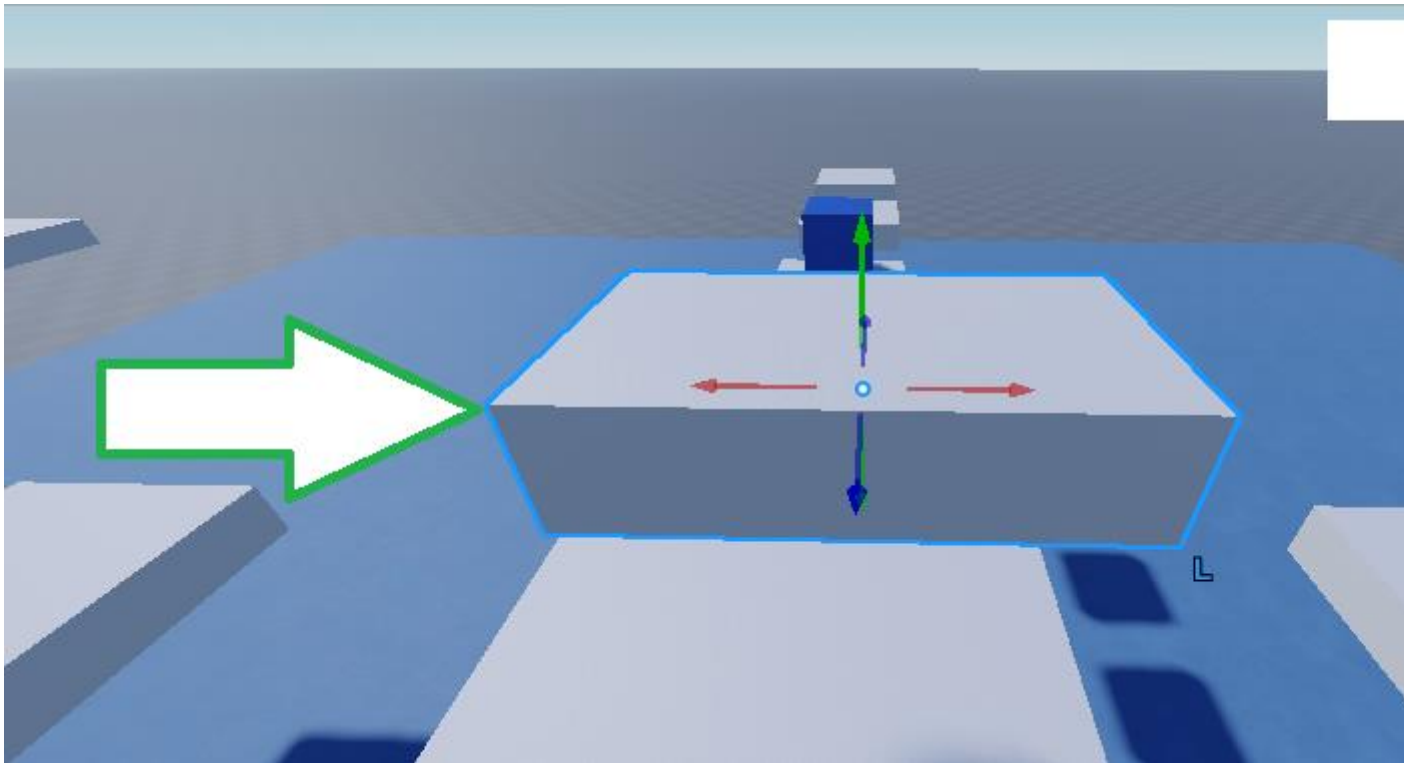
- ▼ boxToCollect
 - collectSound
 - collectBox
- ▼ boxToCollect
 - collectSound
 - collectBox
- ▼ boxToCollect +
 - collectSound
 - collectBox
- ▼ boxToCollect
 - collectSound
 - collectBox
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound

- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound
- ▼ boxToCollect
 - collectSound





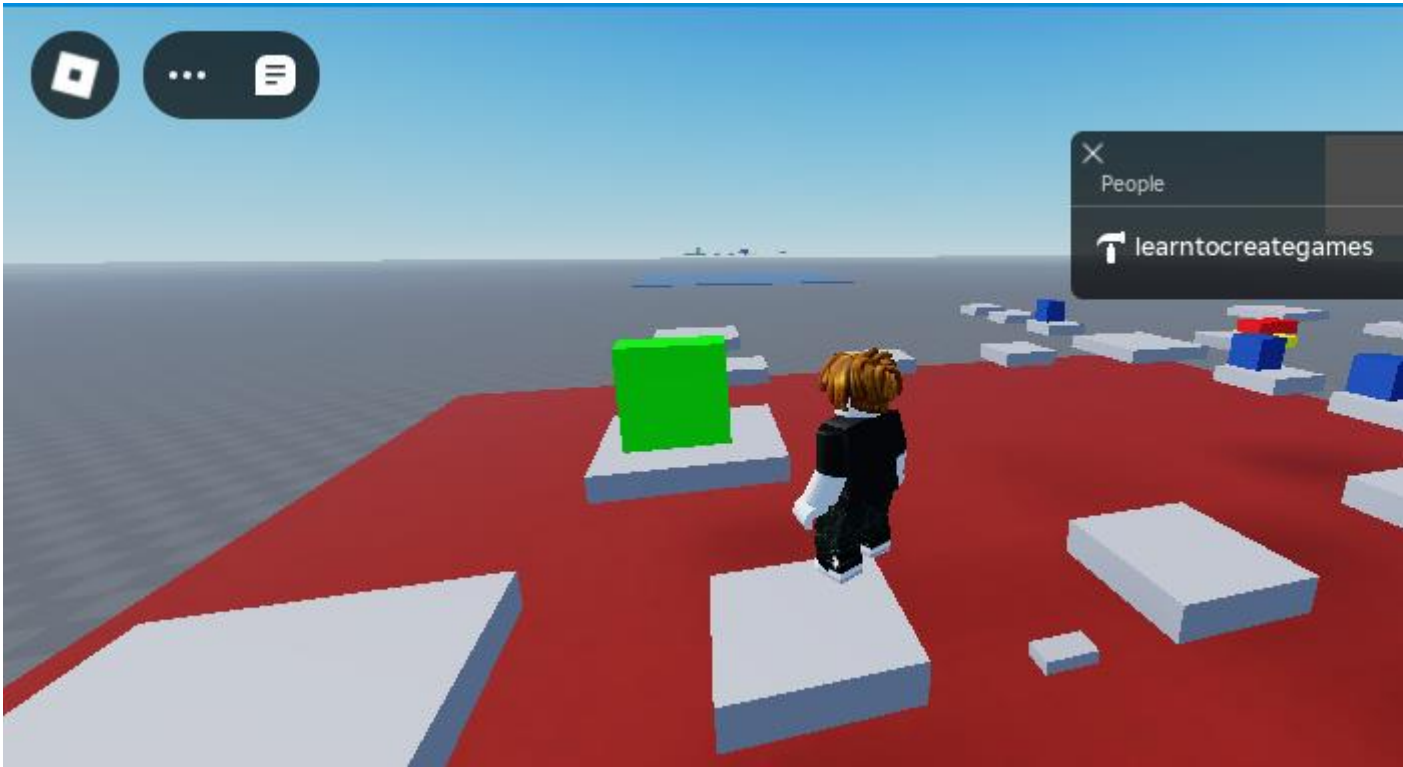
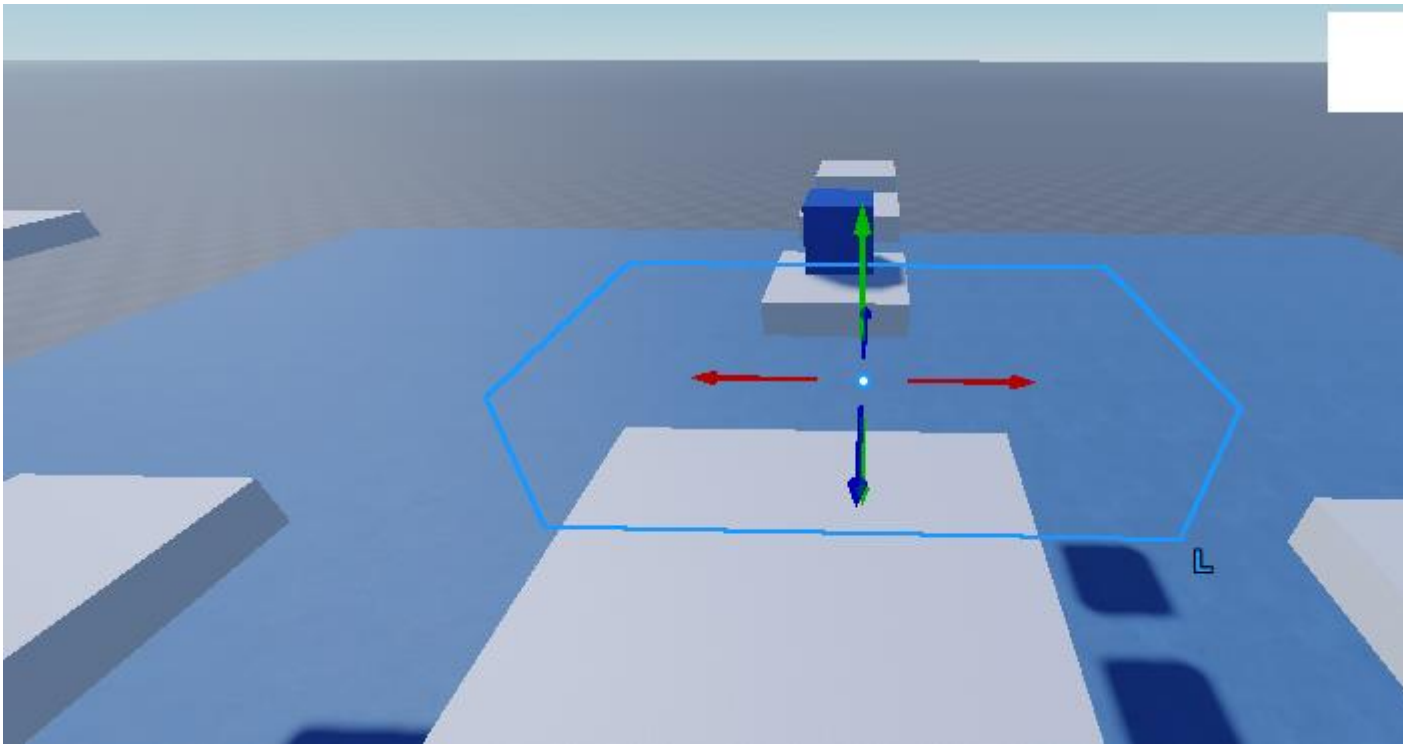




| Properties - Part "startingPosition" 🗑 × | |
|--|-------------------------------------|
| anchored | |
| ▼ Part | |
| Anchored | <input checked="" type="checkbox"/> |

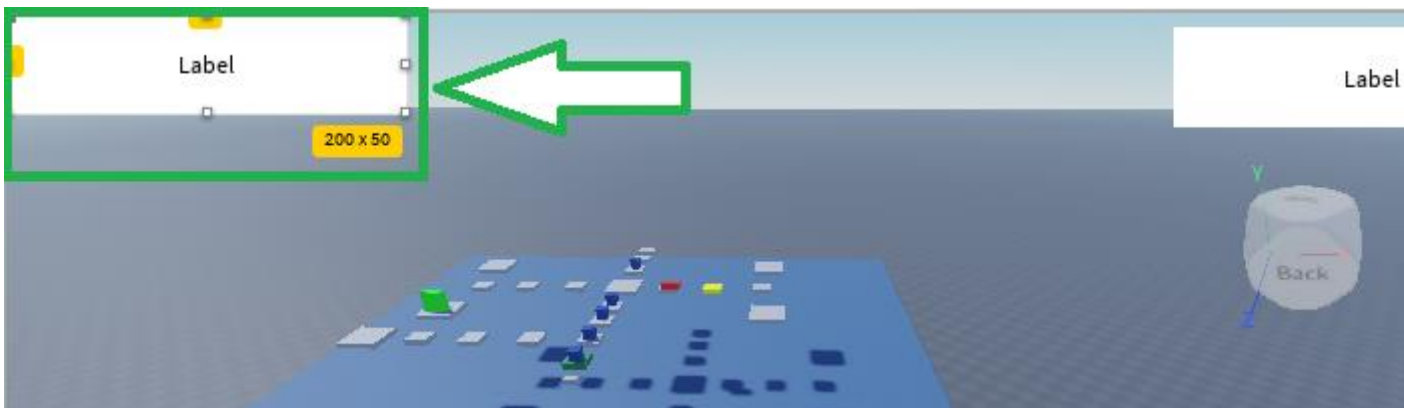
| Properties - Part "startingPosition" 🗑 × | |
|--|---|
| tra | |
| ▼ Appearance | |
| Transparency | 1 |
| ▼ Tags + | |

| Properties - Part "startingPosition" 🗑 × | |
|--|--------------------------|
| colli | |
| ▼ Collision | |
| CanCollide | <input type="checkbox"/> |
| CollisionGroup | Default |

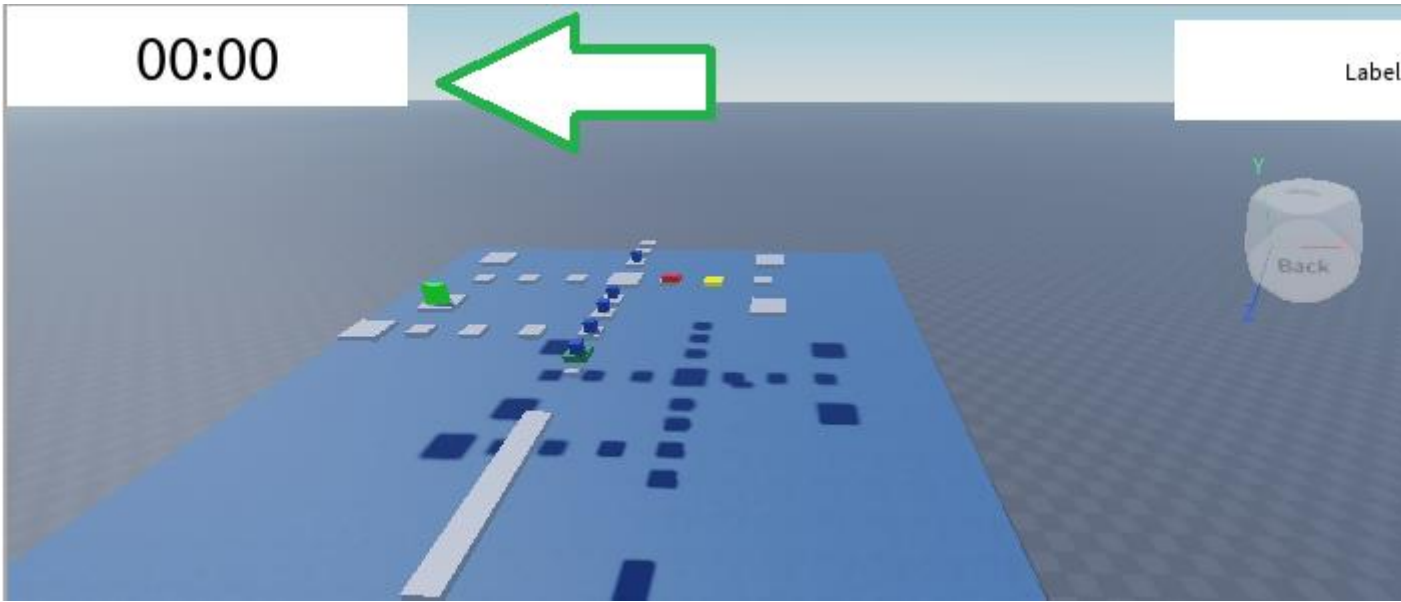


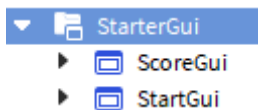
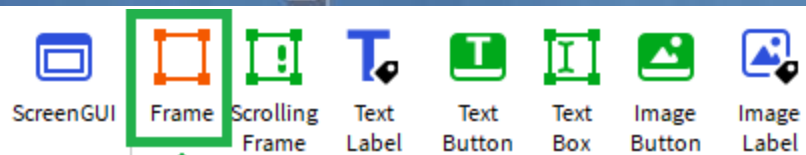


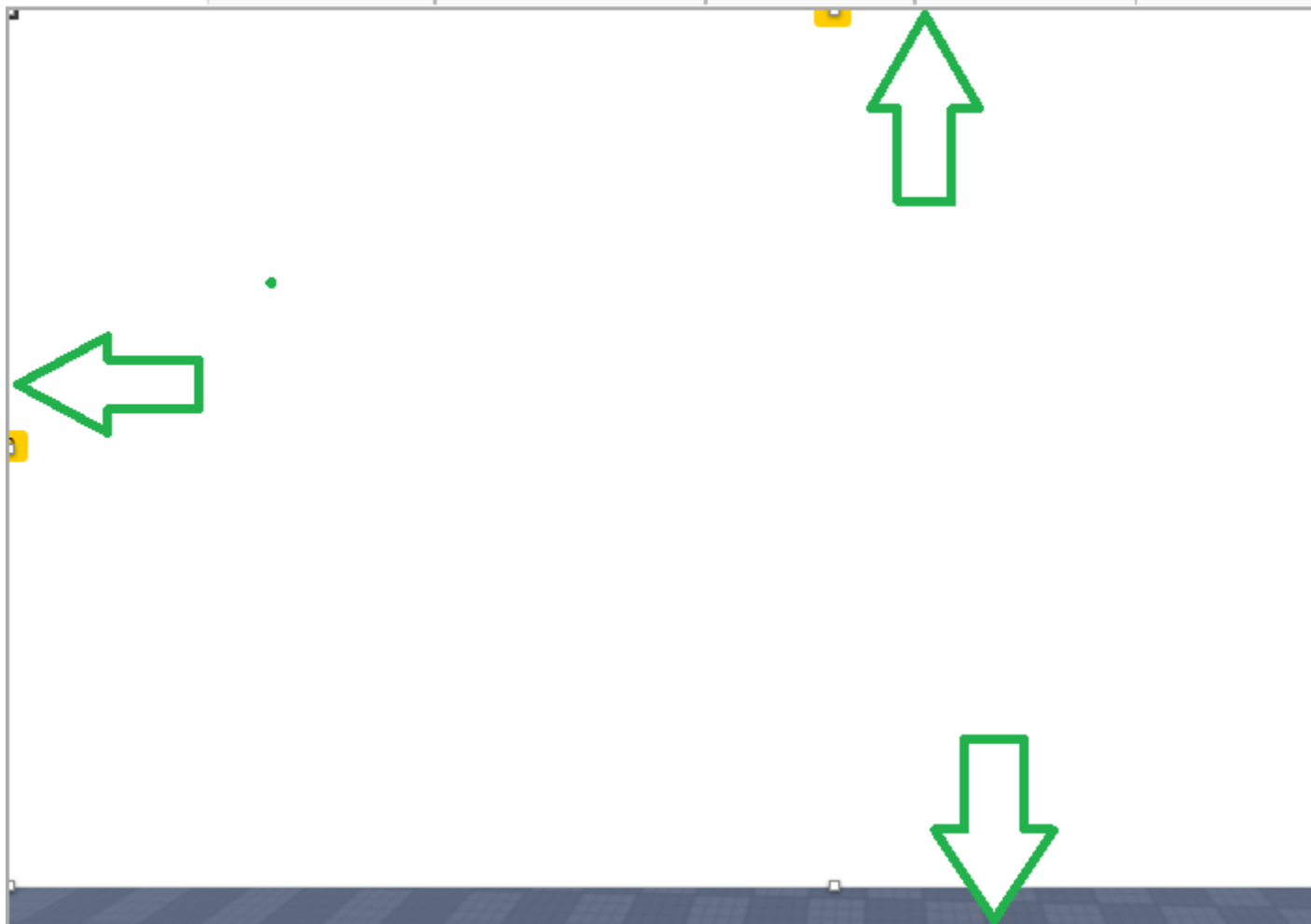
level2
deadZone
deadZoneScript



StarterGui
ScoreGui
ScoreLabel
TimerLabel

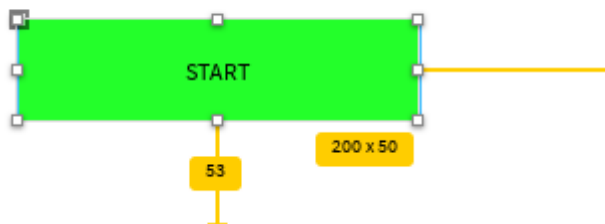
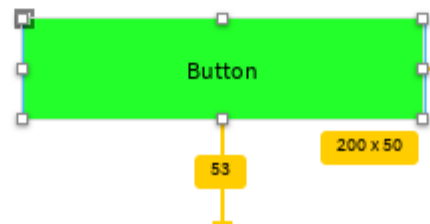






| | |
|--------|-------------|
| ▼ Size | {1,0},{1,0} |
| ▼ X | 1,0 |
| Scale | 1 |
| Offset | 0 |
| ▼ Y | 1,0 |
| Scale | 1 |
| Offset | 0 |

| ▼ Data | |
|--------------------|---|
| Archivable | <input checked="" type="checkbox"/> |
| ▶ AbsolutePosition | 0,0 |
| AbsoluteRotation | 0 |
| ▶ AbsoluteSize | 200,50 |
| Active | <input checked="" type="checkbox"/> |
| ▶ AnchorPoint | 0,0 |
| AutoButtonColor | <input checked="" type="checkbox"/> |
| AutomaticSize | None |
| BackgroundColor3 | <input checked="" type="checkbox"/> [35, 255, 42] |



Frame

TextButton

TextLabel

Label

200 x 50



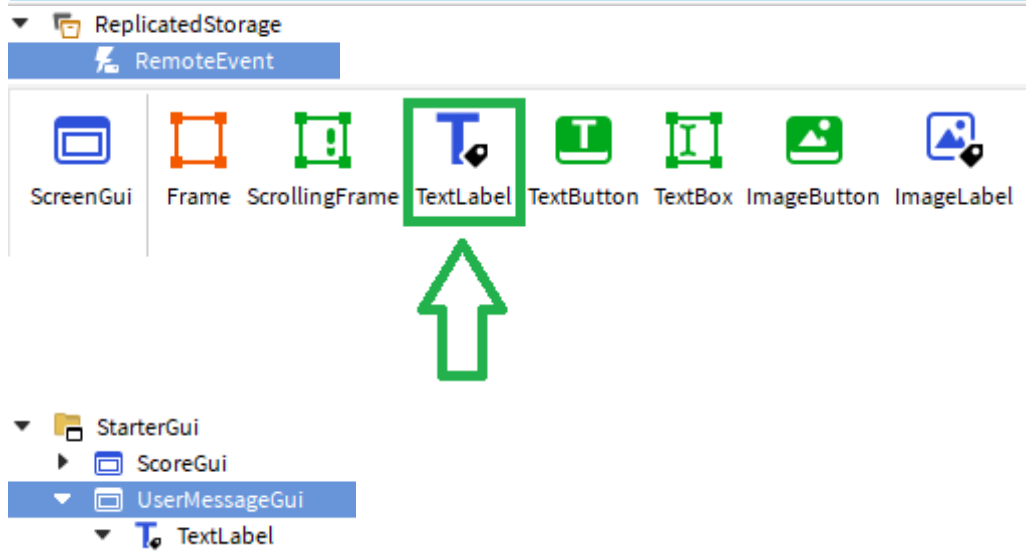
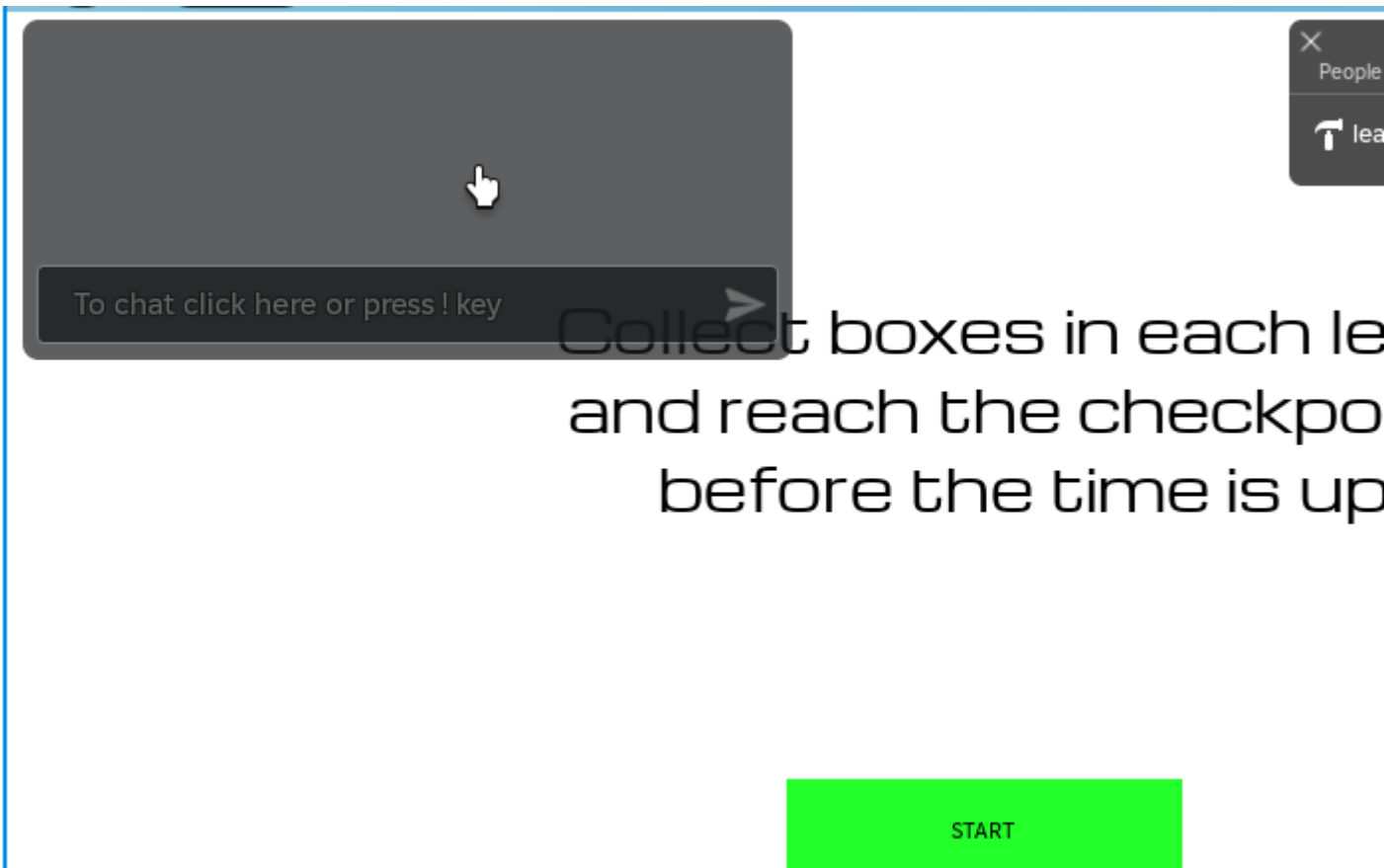
START

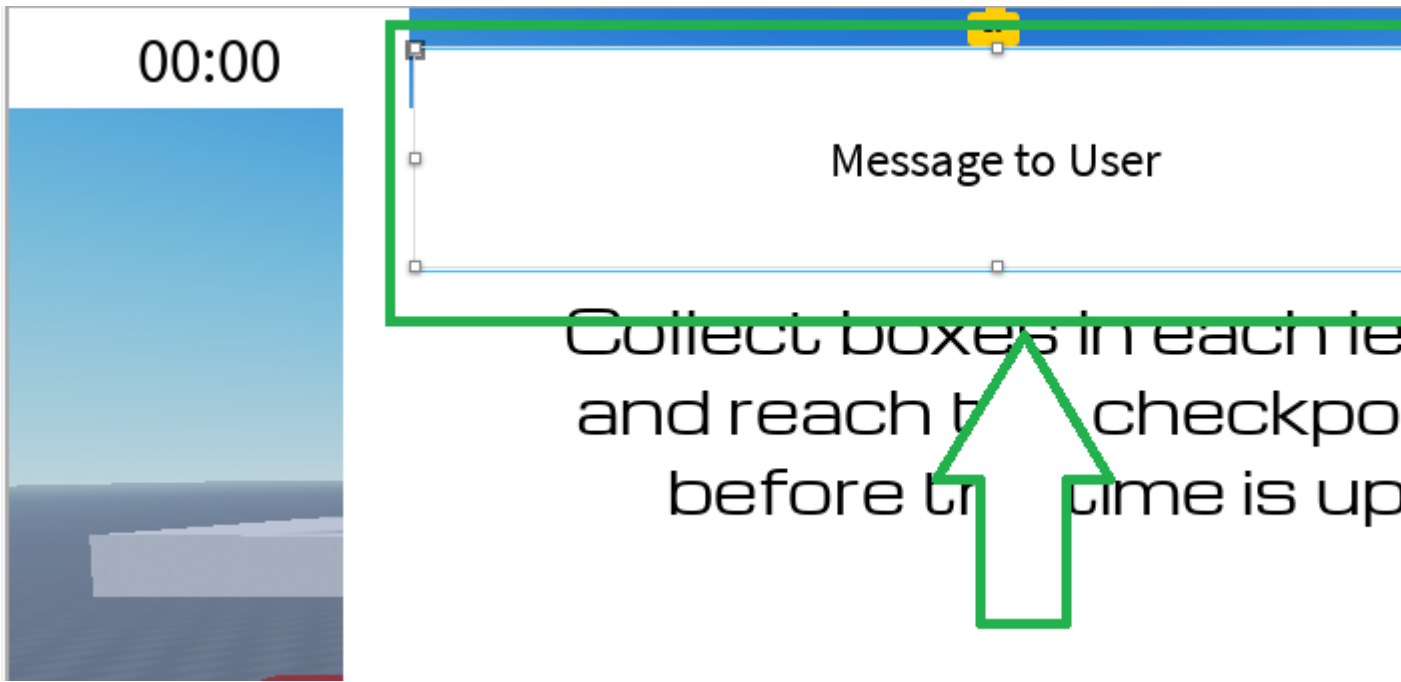
- 1 Collect boxes in each level
- 2 and reach the checkpoint
- 3 before the time is up.

50

Collect boxes in each level
and reach the checkpoint
before the time is up

START





- StarterGui
 - ScoreGui
 - EndScreenGui

WELL DONE!

>> RESTART <<

| | | | | |
|------------------------|-------------|-------------------|-----------------|-------------|
| ▼ StarterGui | ▼ Size | {0, 700},{0, 400} | BorderColor3 | ■ [0, 0, 0] |
| ▶ ScoreGui | ▶ X | 0, 700 | BorderMode | Outline |
| ▼ EndScreenGui | ▶ Y | 0, 400 | BorderSizePixel | 10 |
| ▶ Frame | | | | |
| ▼ EndScreenGui | ▼ Text | | | |
| ▼ Frame | ContentText | Well Done! | | |
| ▶ TextButton | ▶ FontFace | BANGERS | | |
| ▶ TextLabel | | | | |
| ▼ level2 | | | | |
| ▶ platform | | | | |
| ▼ checkPoint | | | | |
| checkPointScriptLevel2 | | | | |



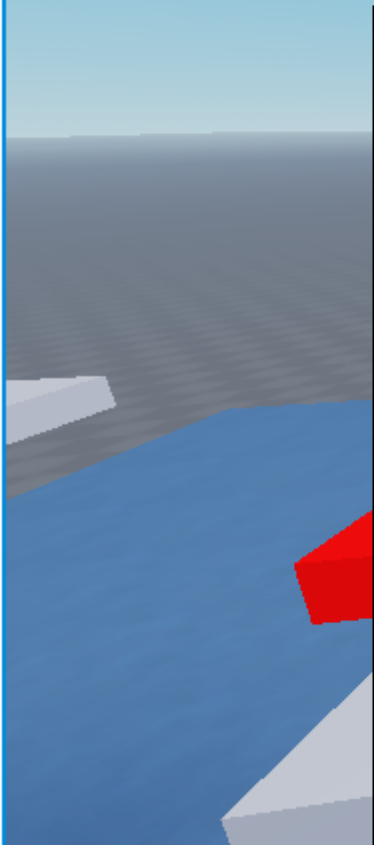
00:00

You Need to Collect more Boxes





Time: 4s



WELL DONE!

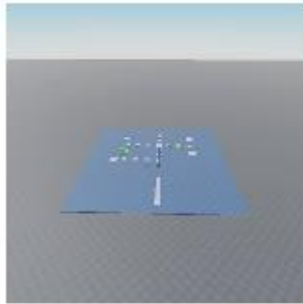
>> RESTART <<



Choose a game to add this place to.

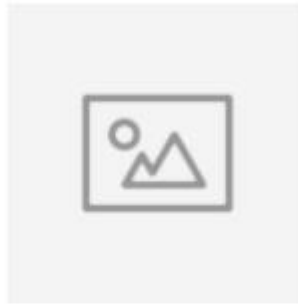
My Games 

 Search



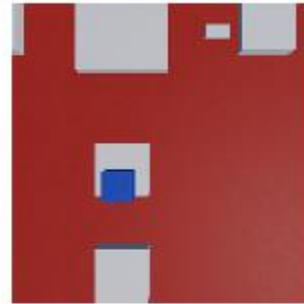
platform

Public



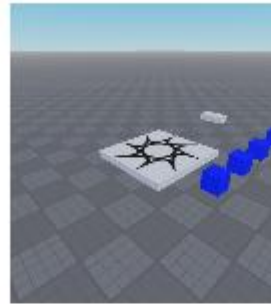
Platform Game Demo

Private



Platformat

Private



Chapter 3

Private



First Game

Private



Emplacement de...

Public

[Create new game...](#)

Basic Info

Basic Info

Name

Untitled Game

13/50

Description

0/1000

Creator

Me

Genre

Experience genres are currently under construction and not available.

[Learn More](#)

Basic Info

Basic Info

Name

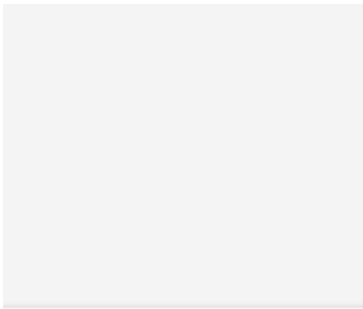
Platform Game

13/50

Description

A game where you have to jump over platforms,

78/1000



Devices

Computer

Tablet

Phone

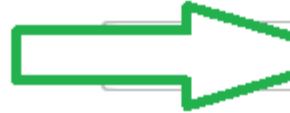
Console


Team Create



Enables collaboration and autosave to cloud [Learn](#)

[Update existing game...](#)



 Publish Game



Platform Game

Successfully published!

You may find this place in Platform Game