

3D Game Development with Roblox Scripting

Learning by doing! Through Roblox game development, kids will not only have fun with creating games, they will learn object-oriented programming, multithreading, client-server, and event-driven programming without even knowing the jargons.



Roblox is an online game platform and game creation system and is particularly popular among kids. Lua is the programming language used for Roblox scripting, which is very similar to Python. The advantage of Lua scripting is that kids can keep coding to develop their own games!



Topics:

1. Basic programming structures: variables, if-then-else, loops
2. Properties
3. Parent-children relationship (Objects)
4. Events
5. Animation
6. Projects (i.e. developing games!)

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Guest lecturers: kids good at Roblox scripting

Prerequisite: Grade 4 math (geometry, coordinates, etc.); Programming experience is a plus but not required.