"BUILDING BLOX".

Design a **prototype** for a **narrative design** playground utilizing **Roblox Studio**

Our Client

Genevieve Johnson

Roblox Education, Instructional Design and Game Based Learning

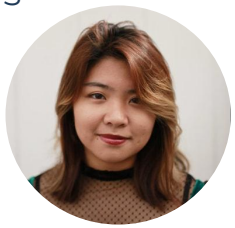
Team Members

Anlan Yang
Artist

Gillian Ryan
Producer/ Narrative Designer

Lyn Li
Artist

Chenguang Deng
Programmer/Producer



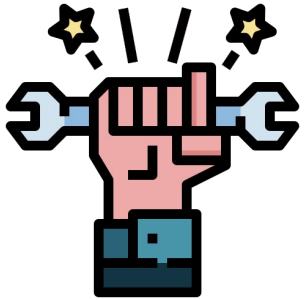
Xiao Han
Narrative Designer

Rohit Sharma
Programmer/Technical Designer

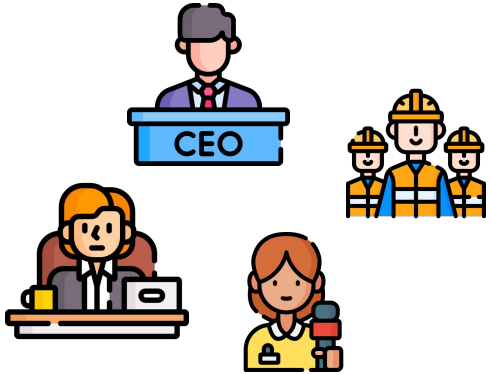
Roblox's Wants

- Learning tool for students to create curated experiences to share in the classroom
    - Branching narrative
    - Sandbox style play
    - Exclusive sharing
- Core Audience: 13-18 year old HS students
- 3D (Made in Roblox Studio)
- Playable on PC and Mobile
    - Preferably also runs on Chromebook

Our Idea



History → Progressive Era
Labor Movement

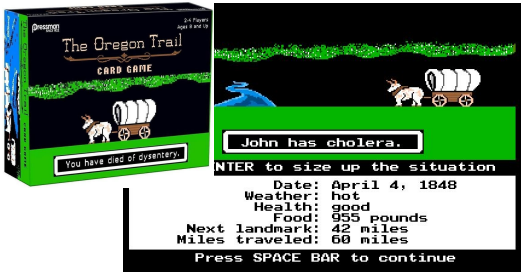


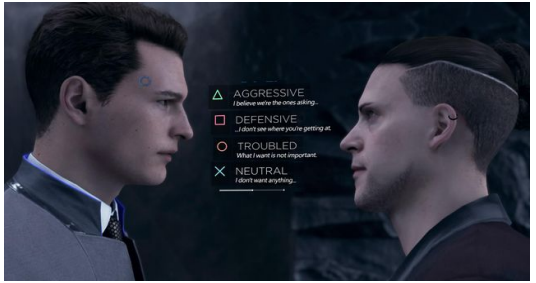
Same story
Different perspective

Students write stories and play others' stories

Inspiration and Similar Games

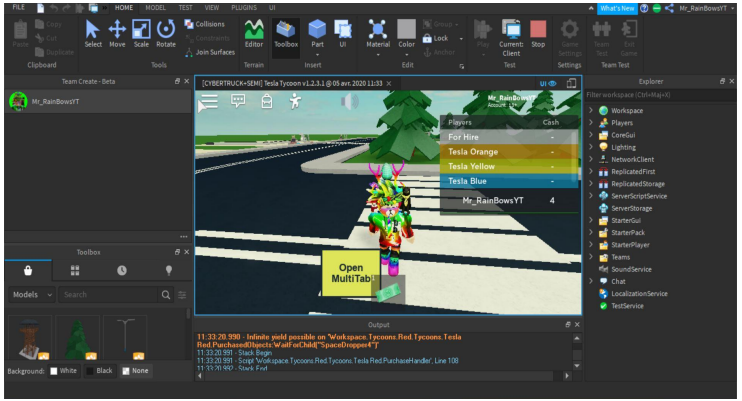
- Telltale Games
- Bad End Theater
- Minecraft
- Oregon Trail
- Never Alone
- Detroit: Become Human



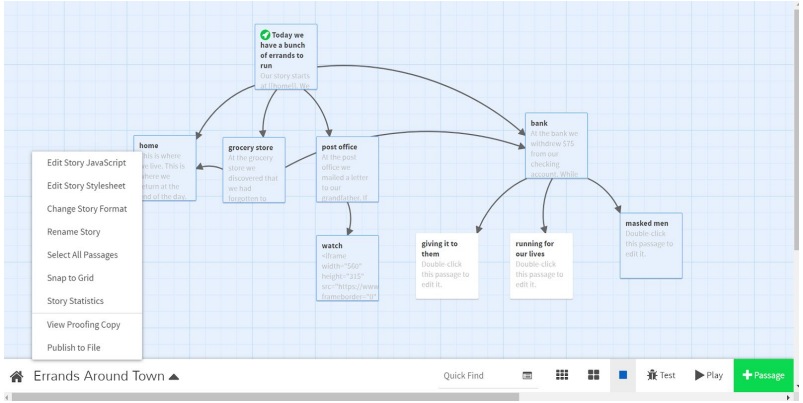


Research

- Learning Roblox Studio
- Prototyping story ideas and interactions in Twine
- Progressive Era - Labor Rights
- Similar games and narrative tools



Roblox Studio



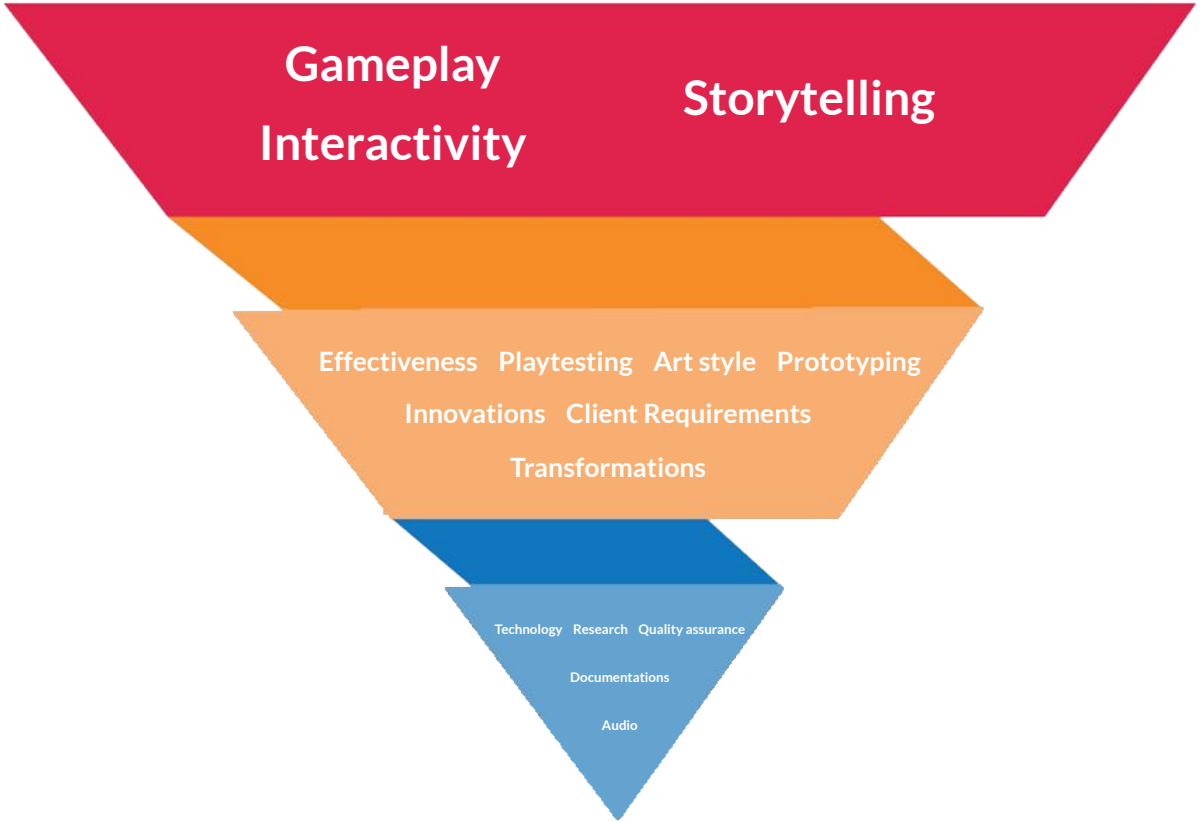
Twine

Deliverables

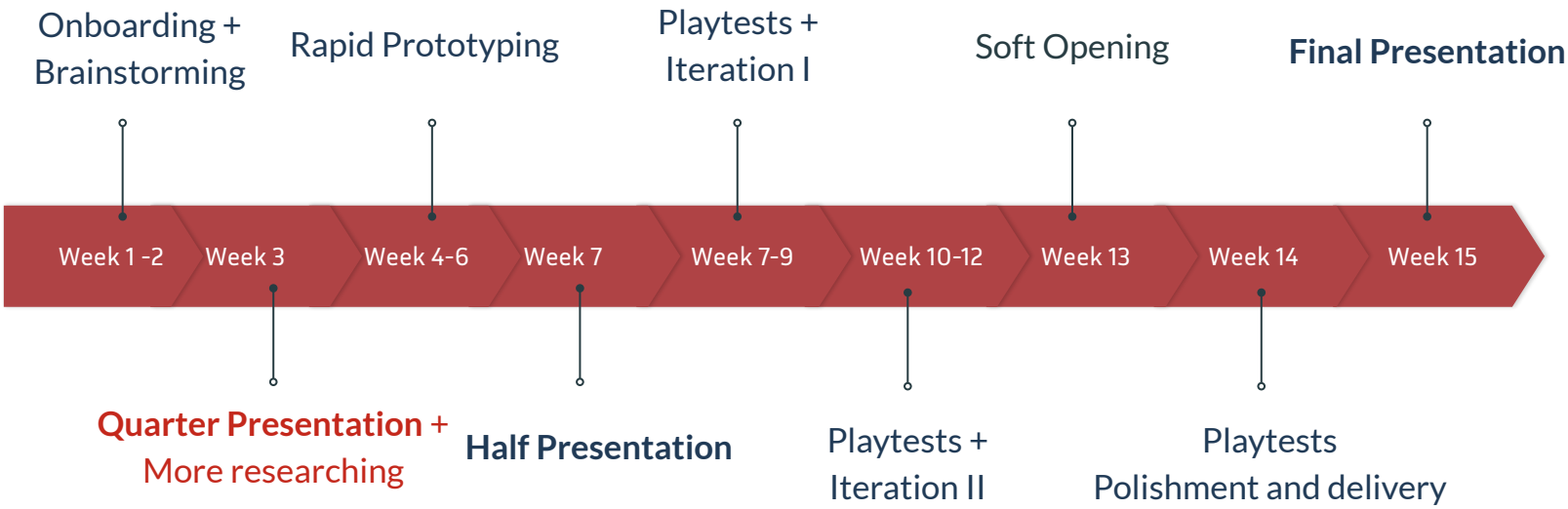
1 working prototype of narrative driven sandbox

Inspiration for Roblox's future endeavors

Metrics of Success



Schedule


Onboarding + Brainstorming
Rapid Prototyping
Playtests + Iteration I
Soft Opening
Final Presentation
Week 1 -2
Week 3
Week 4-6
Week 7
Week 7-9
Week 10-12
Week 13
Week 14
Week 15
Quarter Presentation + More researching
Half Presentation
Playtests + Iteration II
Playtests Polishment and delivery

In Summary

- Prototype of narrative driven sandbox
- For high school students to demonstrate learning
- Built in Roblox Studio