

How to Make a Game on Roblox

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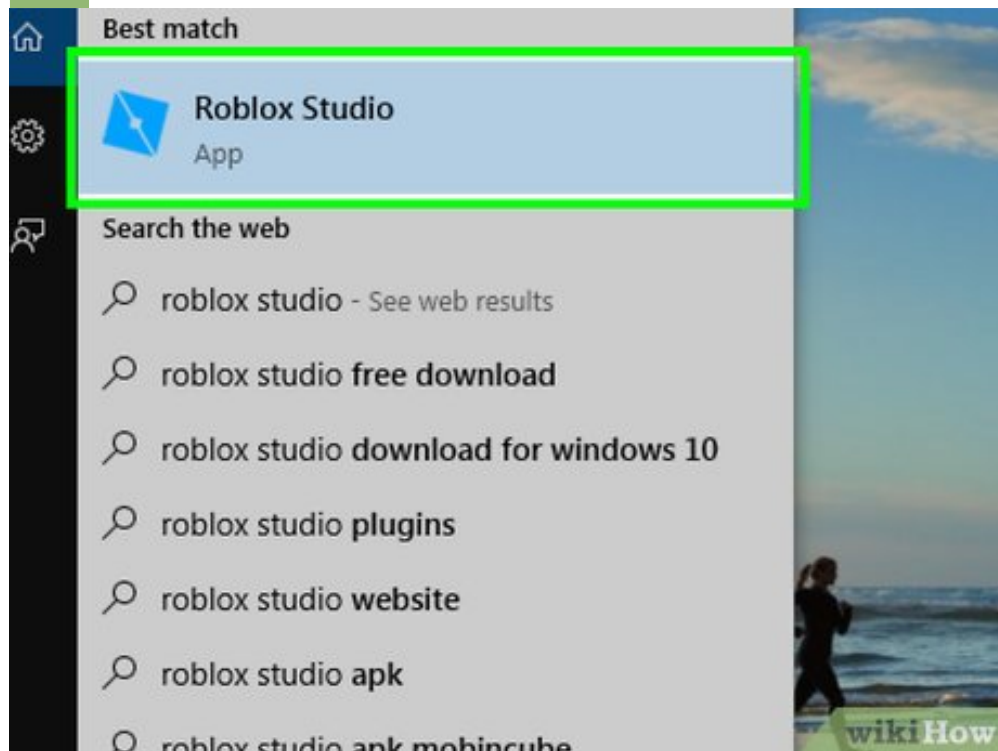
Co-authored by Jack Lloyd 🌟 and 32 contributors

Last Updated: January 26, 2022

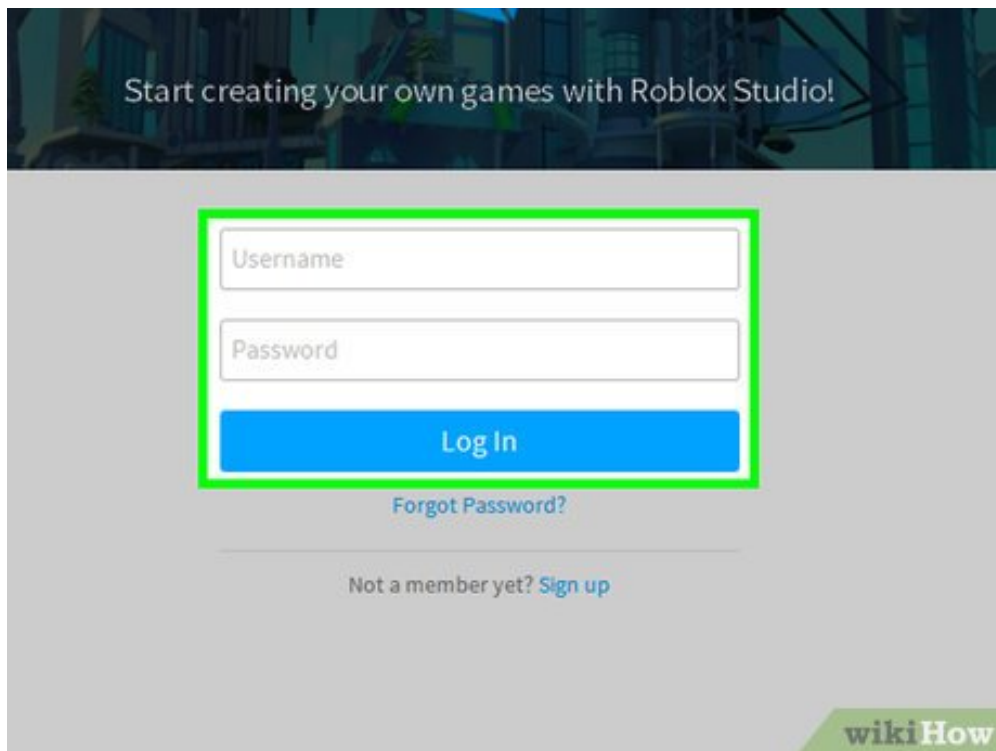
This wikiHow teaches you how to create a game map in Roblox Studio. After you've selected a game preset, the primary components of a map include terrain and object placement; once you've created your game, you can upload it to Roblox for other users to enjoy.

Part
1

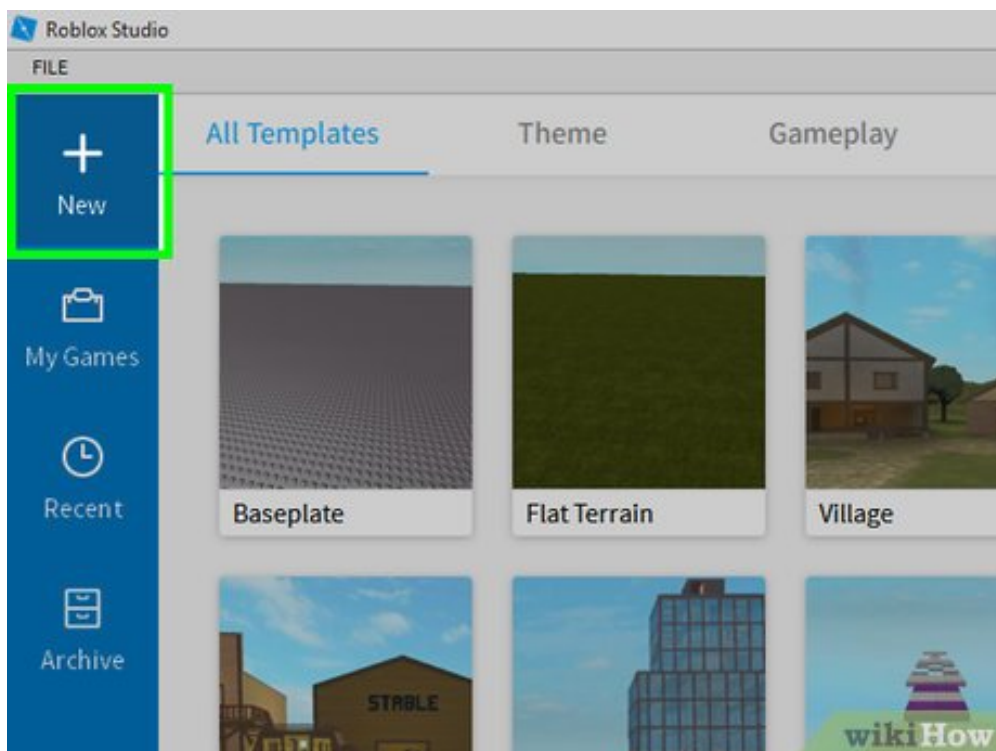
Part 1 of 5: Selecting a Preset



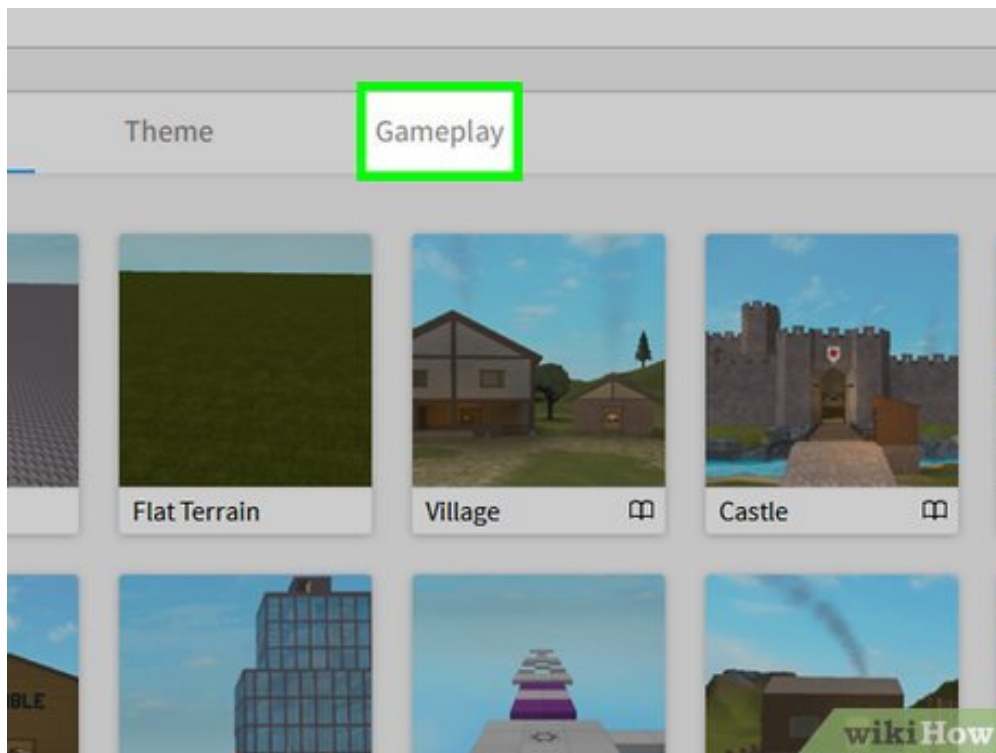
- 1 Open Roblox Studio.** Click or double-click the Roblox Studio app icon, which resembles a blue square with a black diagonal line through it.
 - If you're on the Roblox website, click the green **Start Creating** button near the bottom of the page, then confirm that you want to allow Roblox to open.



2 Log in if prompted. Enter your Roblox username and password, then click **Sign In**.



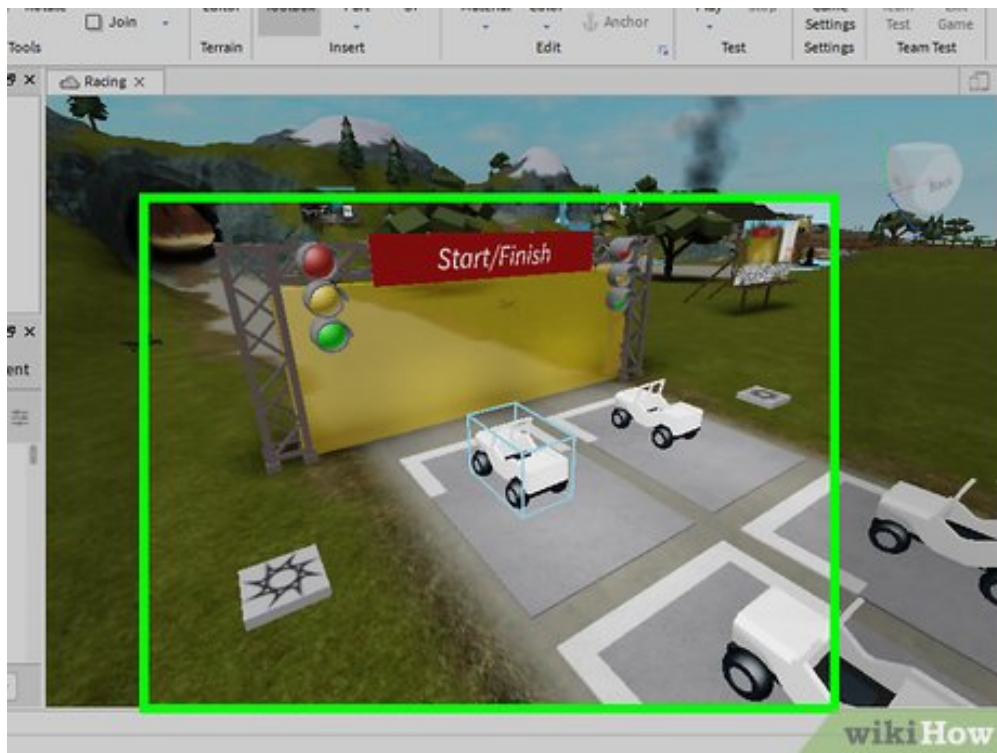
3 Click **New**. It's in the top-left side of the Roblox Studio window.



- 4** Click the **Gameplay** tab. You'll find this option at the top of the window. Doing so opens a list of Roblox preset game types.
- While you can create your own gametype, doing so requires extensive knowledge of how to code in Lua.



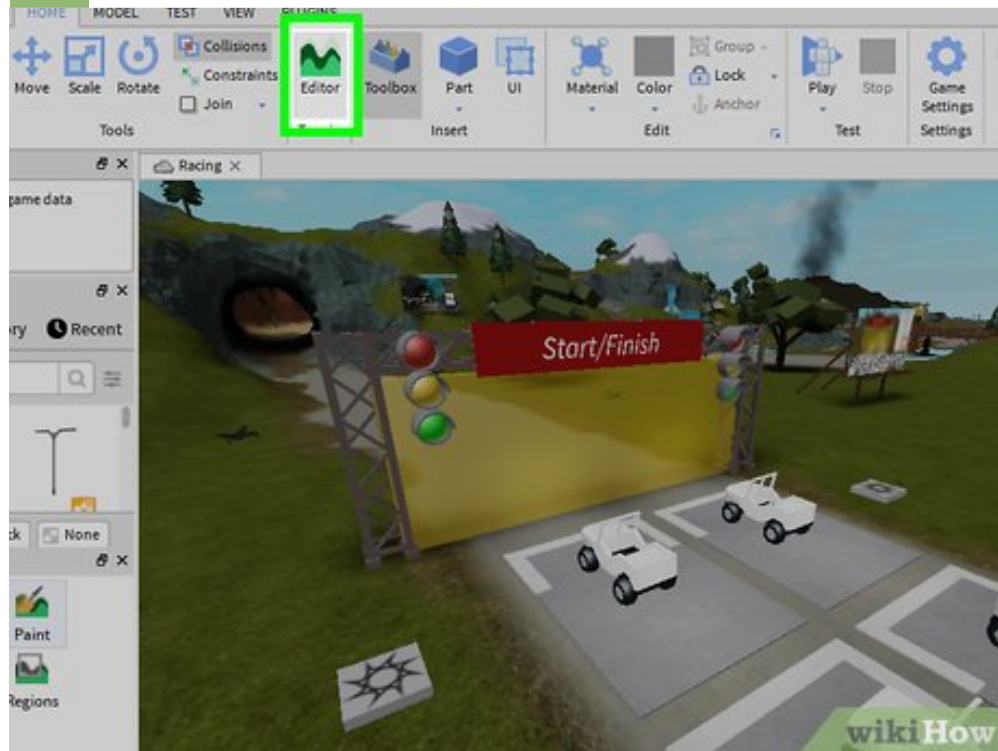
- 5** **Select a gameplay preset.** Click one of the seven gameplay presets listed on this page. After doing this, the gameplay preset will begin to open in Roblox Studio.
- For example, to create a Capture the Flag game, you would click the **Capture the Flag** option.
 - The gameplay preset may take a few minutes to load.



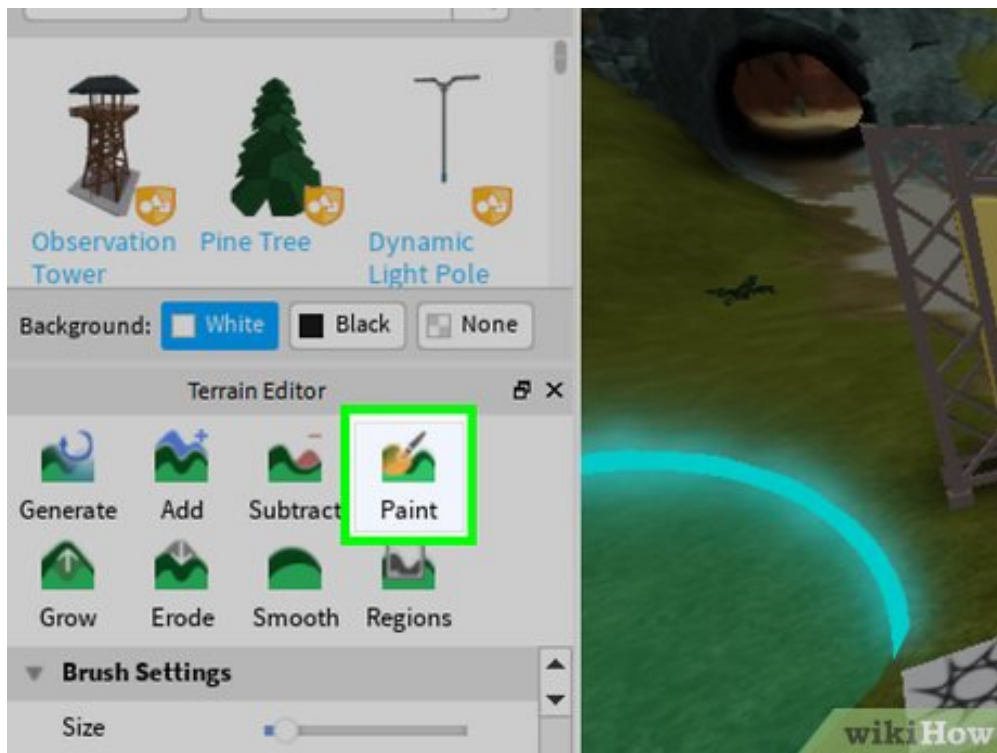
6 Understand how to use the controls. You can navigate around the game's map using the left and right arrow keys, while scrolling up or down will zoom you out or in (as will pressing the down or up arrow keys).

- Right-clicking and dragging the map allows you to adjust the camera angle.
- You'll use the left mouse button for making changes to the map (e.g., adding items or adjusting terrain).

Part 2 of 5: Adjusting the Terrain

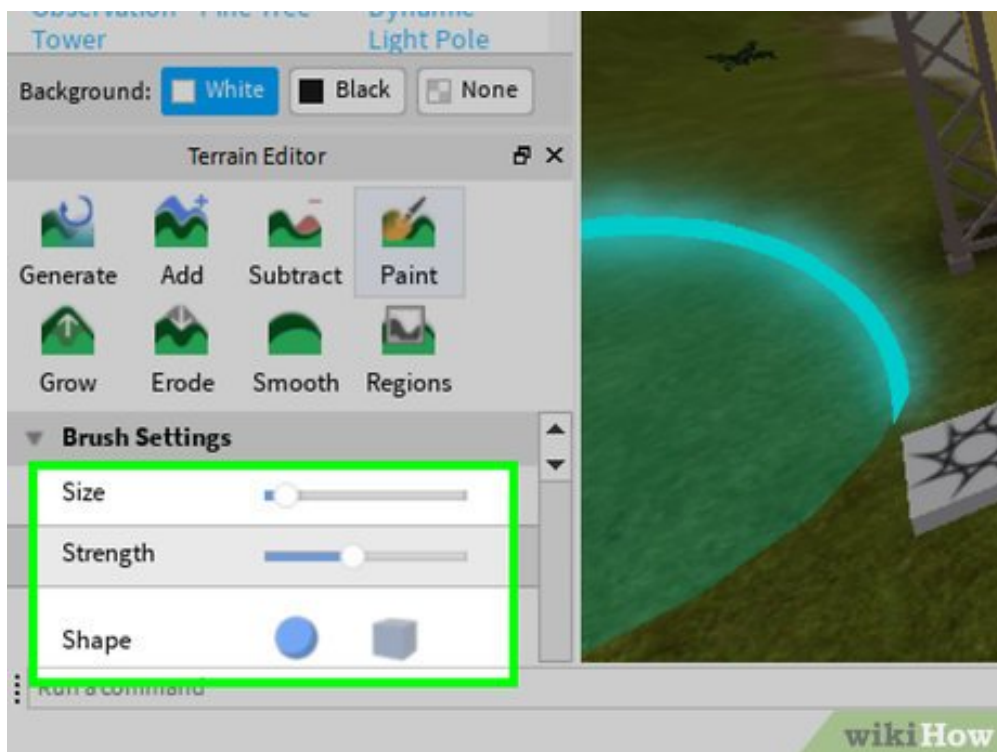


- 1 Click **Editor**. This tab is in the "Terrain" section of options at the top of the window. You should see a "Terrain Editor" pane appear on the left side of the window.
 - If you see a pane with "Terrain Editor" listed on the left side of the window, the Terrain Editor is already enabled.



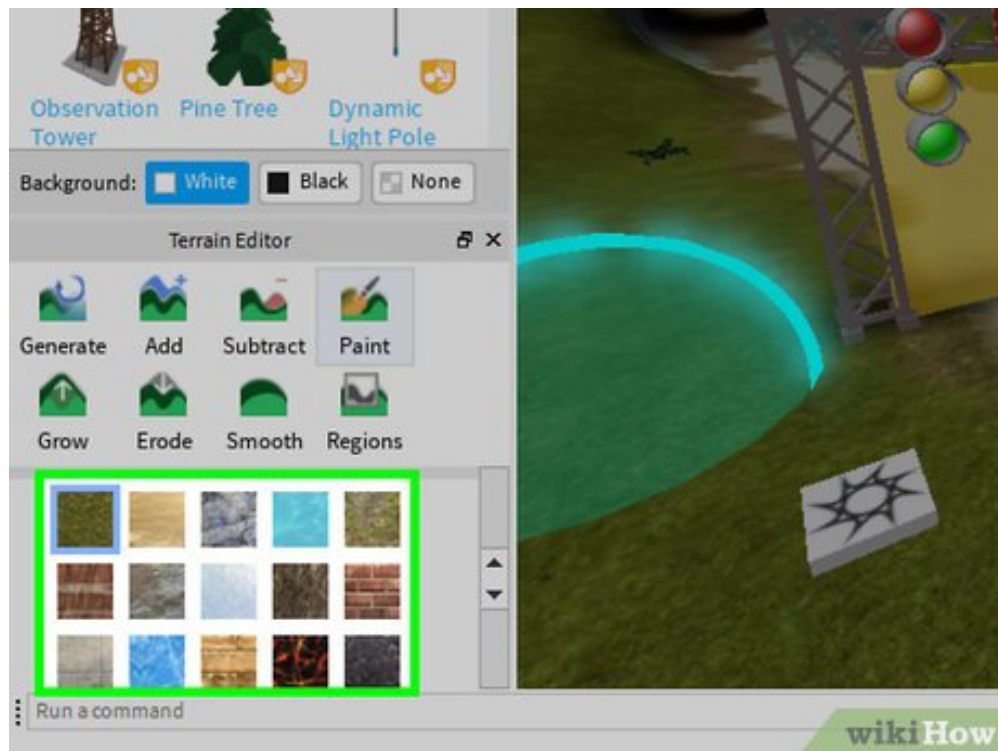
2 Change the ground's appearance. You can change the texture of the ground by using the Terrain Editor's "Paint" tool:

- Click **Paint** in the Terrain Editor pane.
- Scroll down to the "Material" section.
- Select a ground texture.
- Click and drag your mouse across the ground where you want to add the texture.

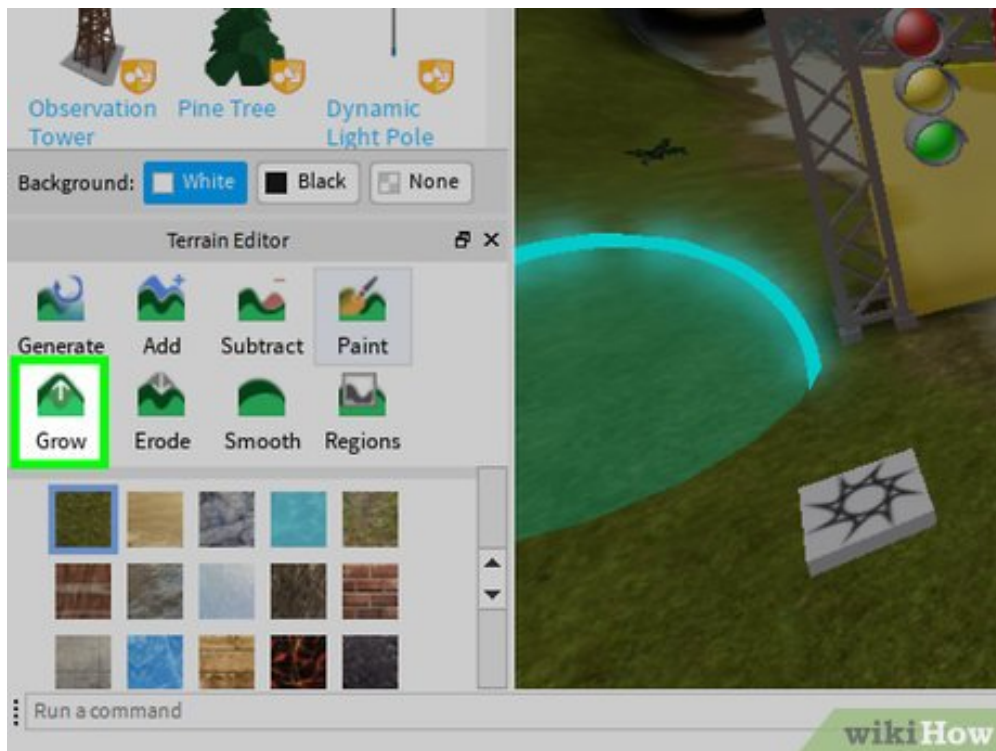


3 Change brush settings. You can change the size and strength of your **Paint** brush in the "Brush Settings" section of the Terrain Editor by clicking and dragging the respective slider left or right to decrease or increase your selected setting.

- You can also choose between a circular brush and a square brush by clicking the circle icon or the square icon, respectively.

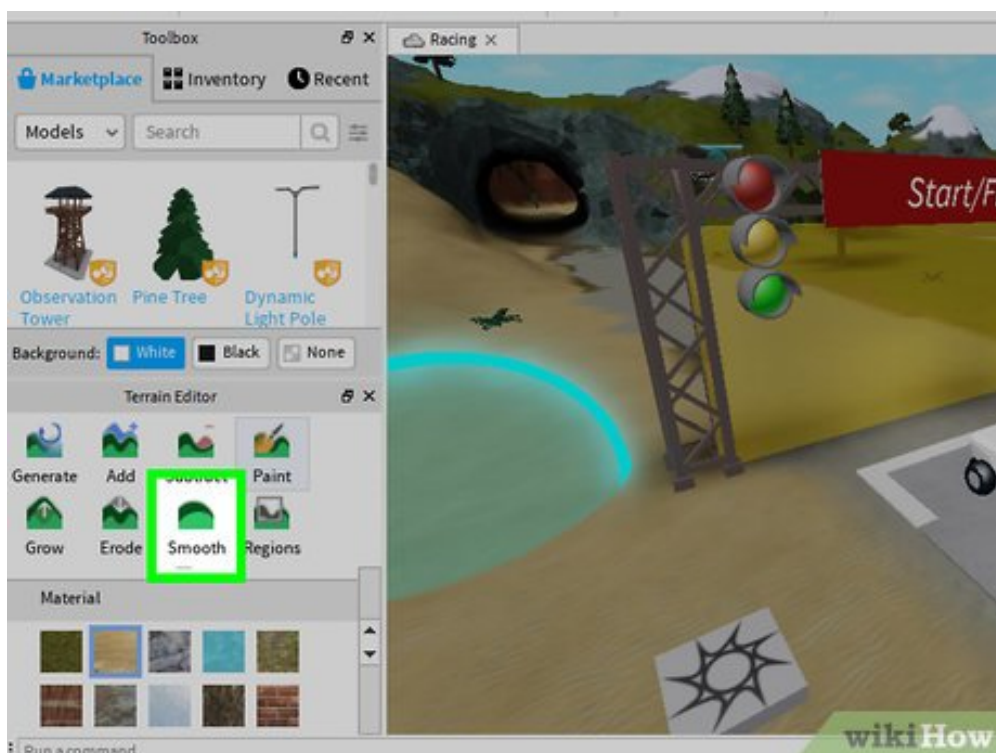


- 4 Add hills or valleys.** Obstacles such as ditches and hills add depth to your map, especially if you're using a competitive map preset:
- *Hill* — Click **Add**, select a texture, and then click and hold the area that you want to enlarge. Dragging your mouse will allow you to shape the hill.
 - *Valley* — Click **Erode**, select a texture, and then click and hold the area in which you want to create a hole. You can drag the mouse to extend the hole into a valley.
 - You can also use **Erode** on a hill to create a dent or cave in it.



5 Enlarge a hill. After creating a hill, you can enlarge it by doing the following:

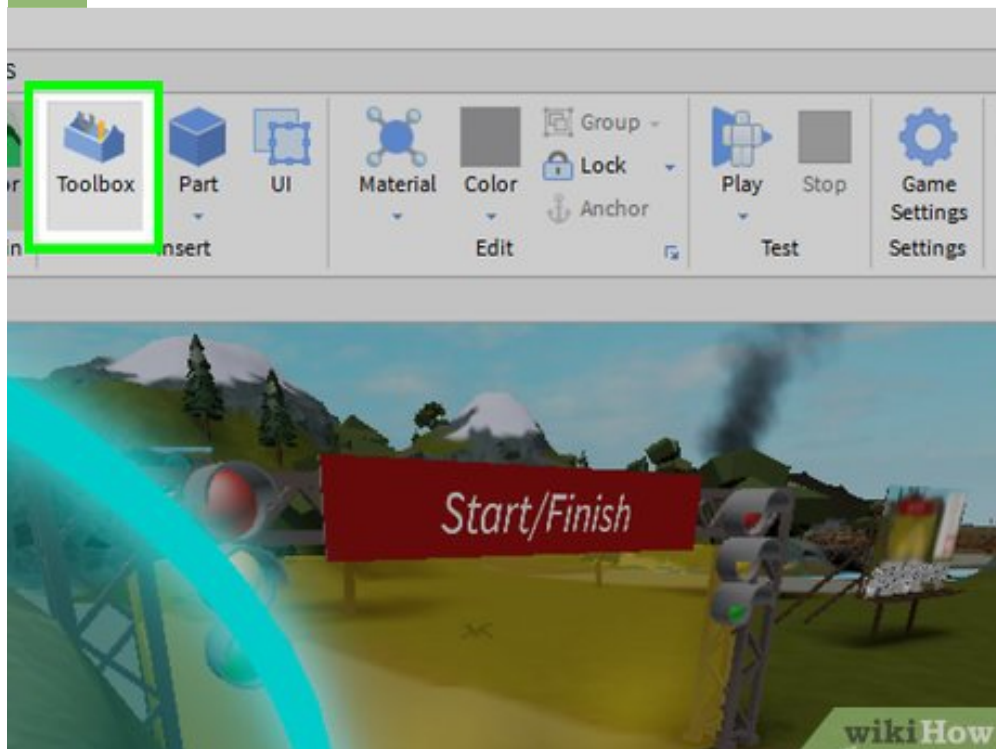
- Click **Grow**
- Click and hold the hill that you want to enlarge.
- Repeat with different sides of the hill until it's the size you want.



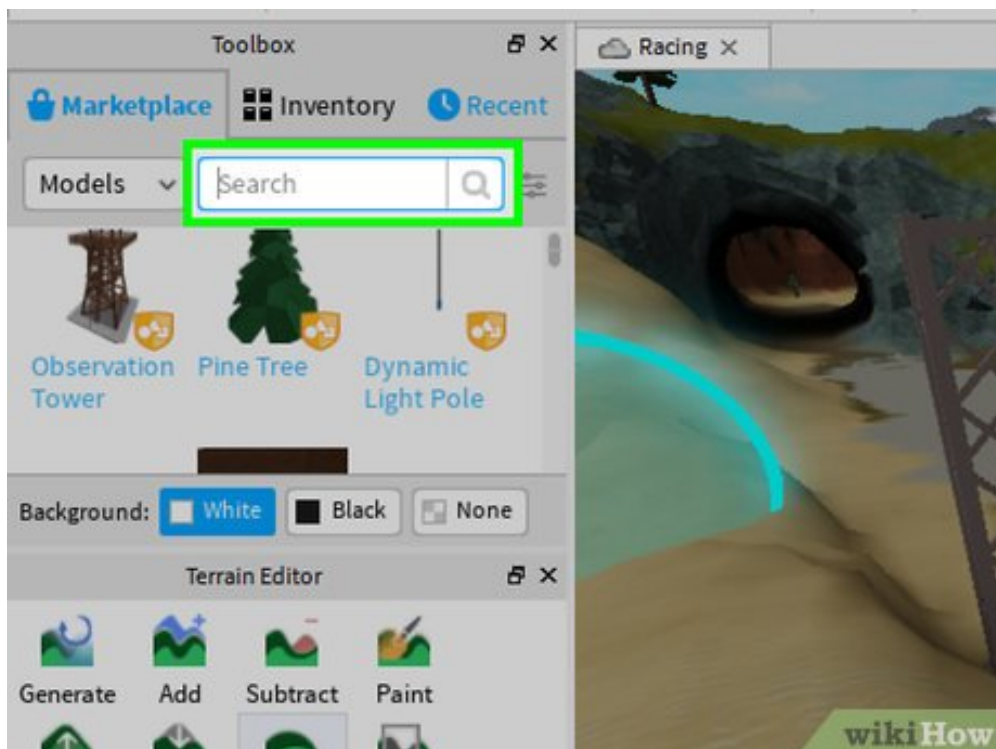
6 Smooth over your terrain's jagged edges. If necessary, you can smooth out rough edges in your terrain. This will both add to your game's aesthetic appeal and prevent players from getting stuck on corners:

- Click **Smooth**
- Click and drag your mouse across an area to smooth it out.

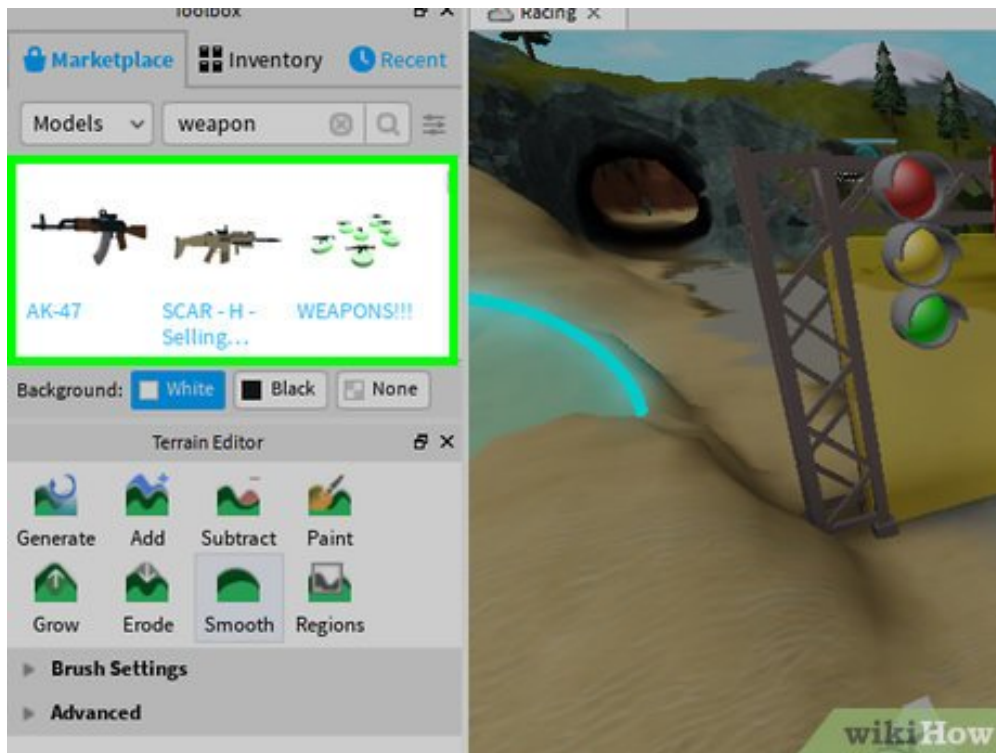
Part 3 of 5: Adding Objects



- 1 Enable the Toolbox if necessary.** If you don't see the "Toolbox" pane on the left side of the window, click **Toolbox** at the top of the window to add it to your available options.



- 2 Search for an object.** Type the name of an object type (e.g., `weapon` or `building`) into the search bar at the top of the Toolbox pane, then press `↵ Enter`.
 - For example, if you want to add a tree to your map, you'd type `tree` or `plant` into the search bar.

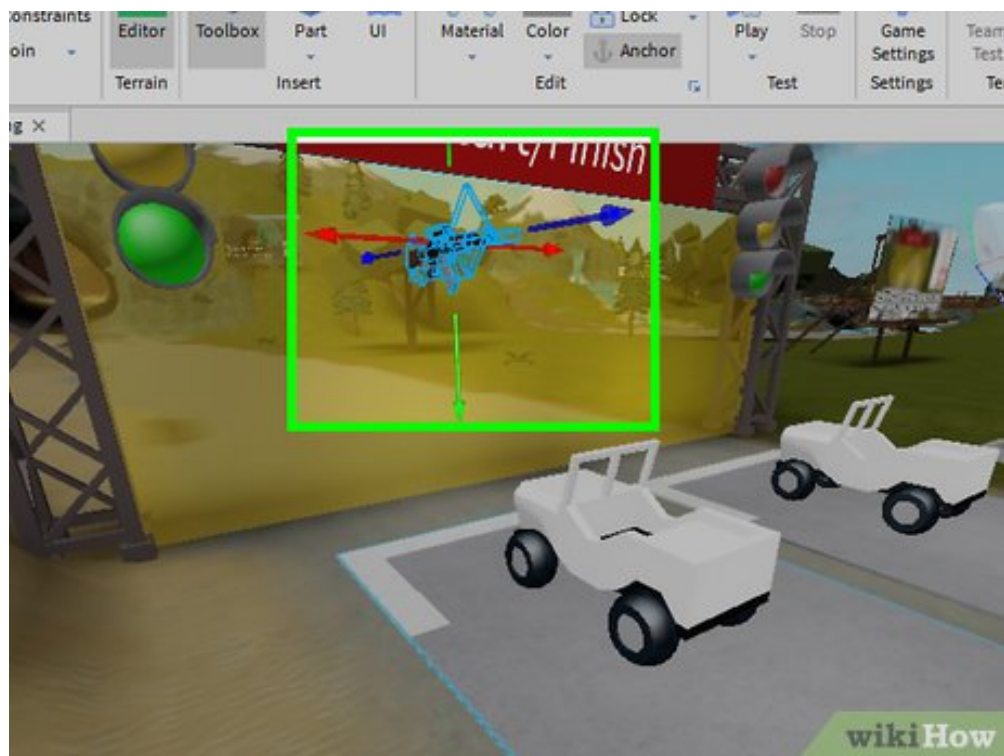


3 Select an object. Scroll down through the available objects until you find the one that you want to use, then click it.

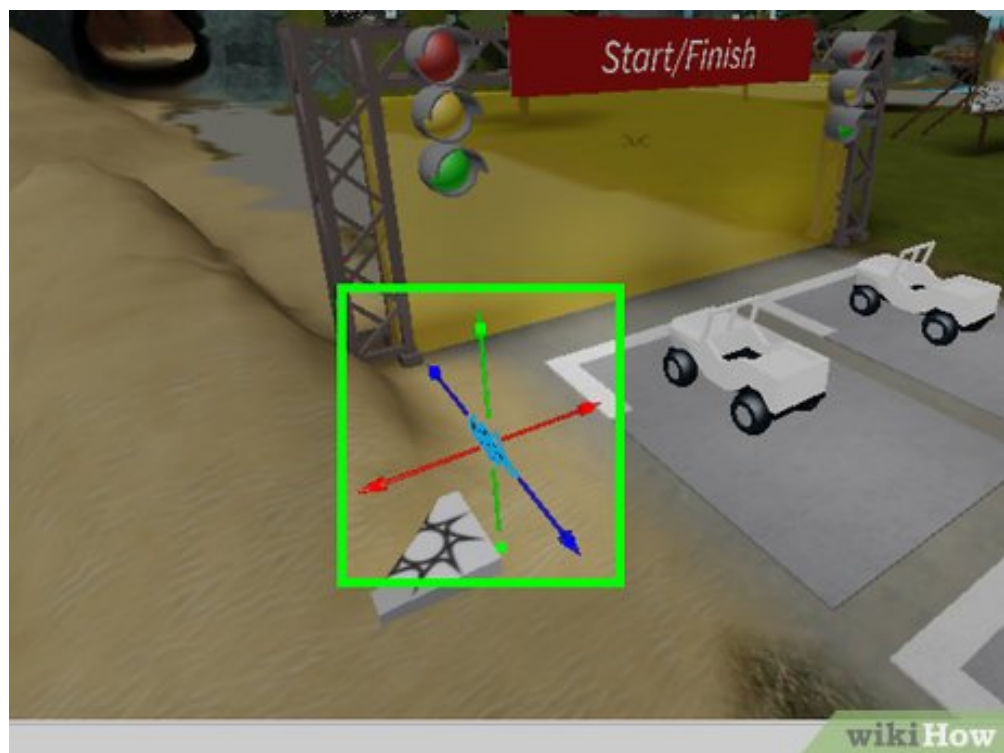


4 Add the object to the game files if necessary. If clicking the object results in a prompt which says "Put this tool into the starter pack?", click **Yes**. This will add the object to the game's files, which will allow you to place the object on the map.

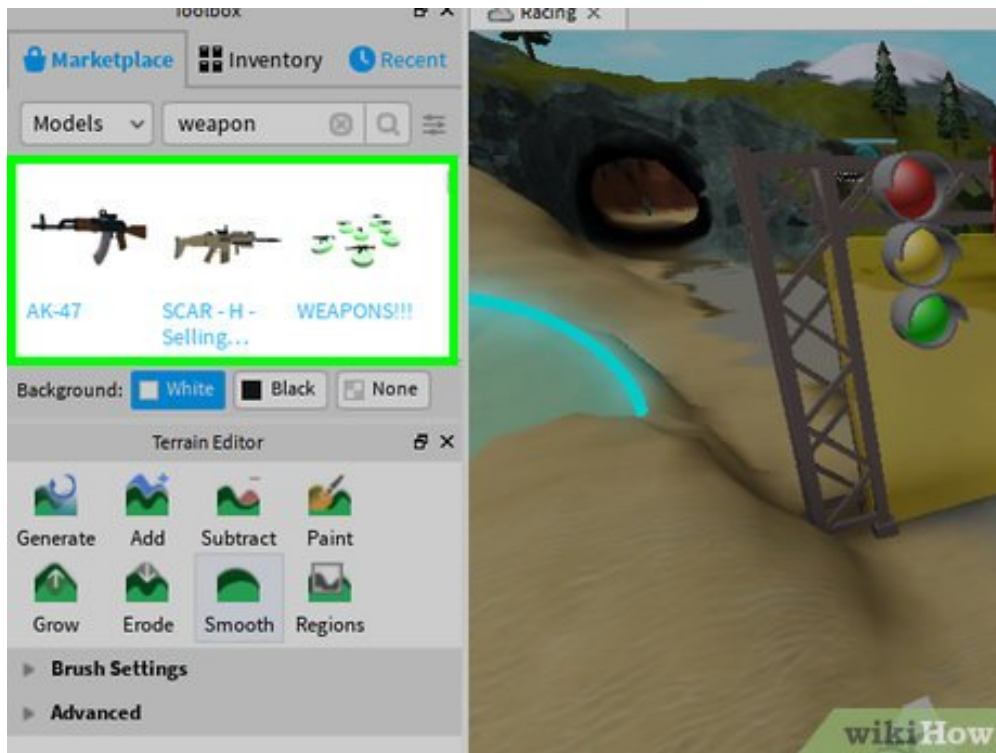
- Skip this step if the object is an object that's already on the map, as it will already be in the game's files.



- 5 **Drag the object onto your map.** Once the object has been added to the map's files, you can click and drag the object onto the map itself.



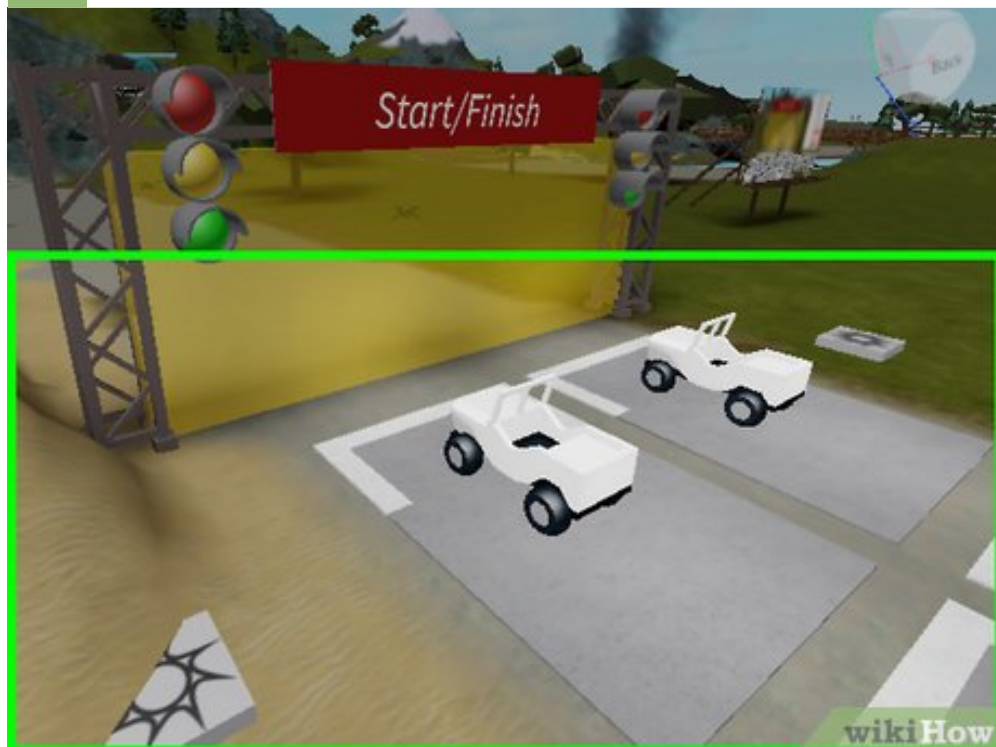
- 6 **Reposition the object.** You can reposition objects by clicking and dragging them around the map.



7 Repeat this process as needed. When you're satisfied with the number of objects on your map, you can proceed with testing the game.

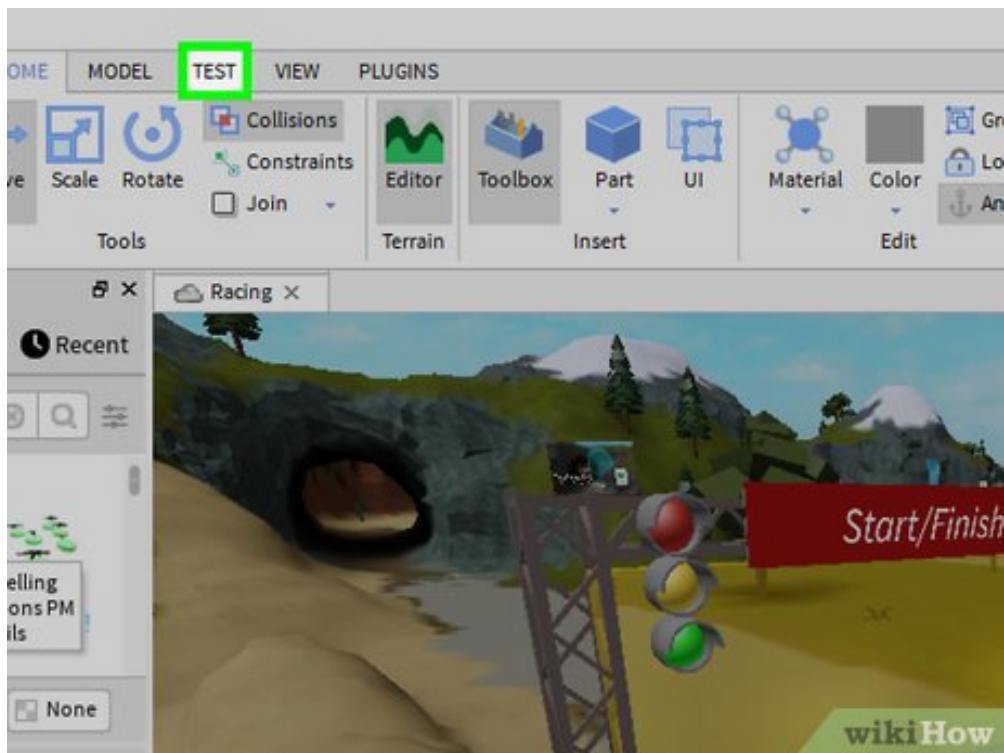
Part
4

Part 4 of 5: Testing Your Game



1 Understand why testing is necessary. Testing your game allows you to see the map from the ground level as a player, meaning that you'll be able to see problems with your map (e.g., rough textures or improperly placed objects).

- It's important to fix any issues with your map before publishing it. Skipping the testing phase may cause you to miss an important issue.



- 2 Click **TEST**. This tab is at the top of the Roblox Studio window. Doing so opens the **TEST** toolbar.



- 3 Click the **Play** icon. It's a triangle with a Roblox avatar in front of it that you'll find in the upper-left side of the window. Your game will load.



4 Reposition the camera if necessary. Right-click and drag left-to-right until the camera is behind your Roblox avatar.



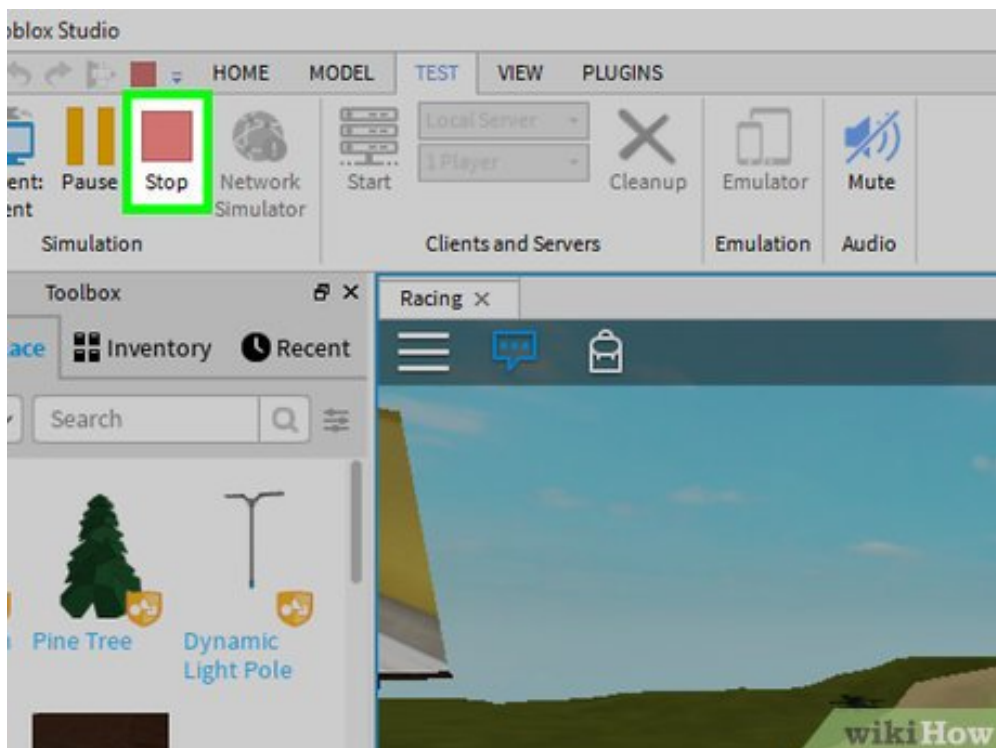
5 Wander around the map. You can use the standard **W**, **A**, **S**, and **D** keys to do so.

- You can also jump by using the spacebar.



6 Look for errors. Common errors include poorly placed items and items which impede players or make the map difficult to traverse, but you may notice minor graphical issues (e.g., lumpy terrain) as well.

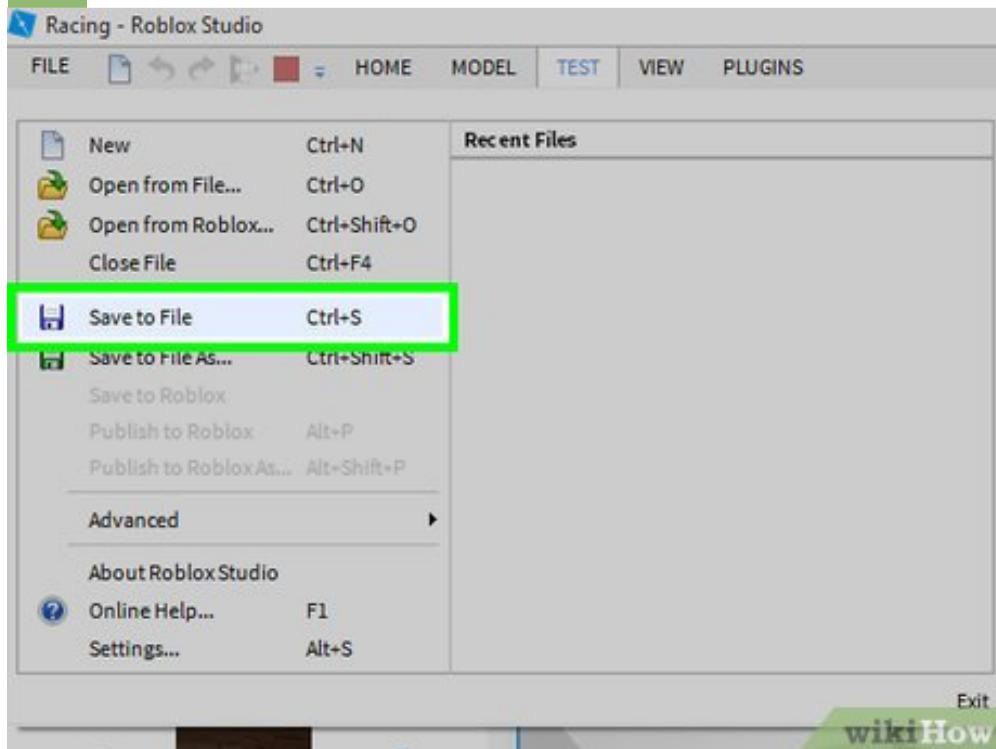
- Try running a feasible route on the map (e.g., if you made a Capture the Flag map, try capturing and retrieving a flag) to see if there are any issues with the map.



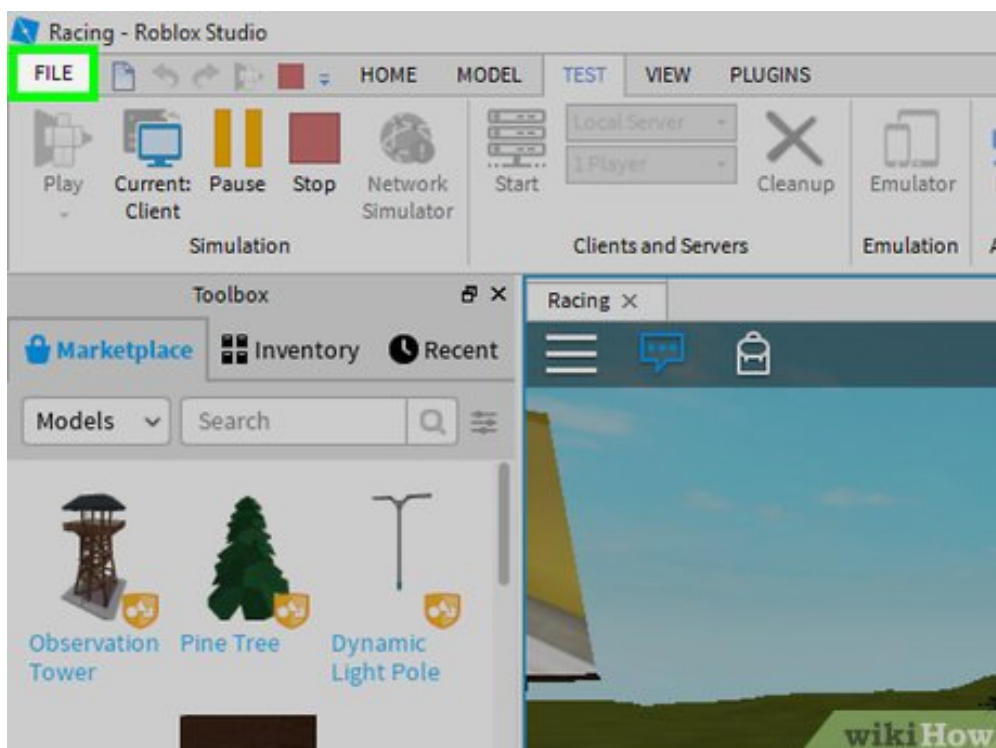
7 Close the testing. Click the red **Stop** icon in the toolbar at the top of the window to do so. This will exit the testing window and return you to the Roblox Studio interface.

- If you discovered any errors, fix them before proceeding to the next part.

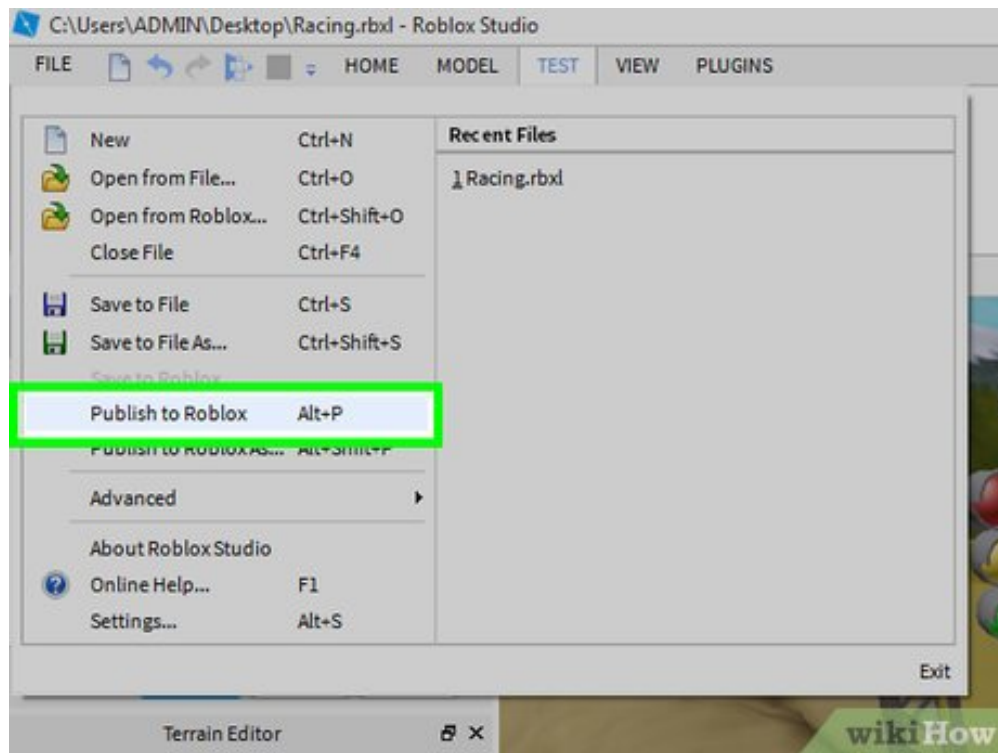
Part 5 of 5: Publishing Your Game



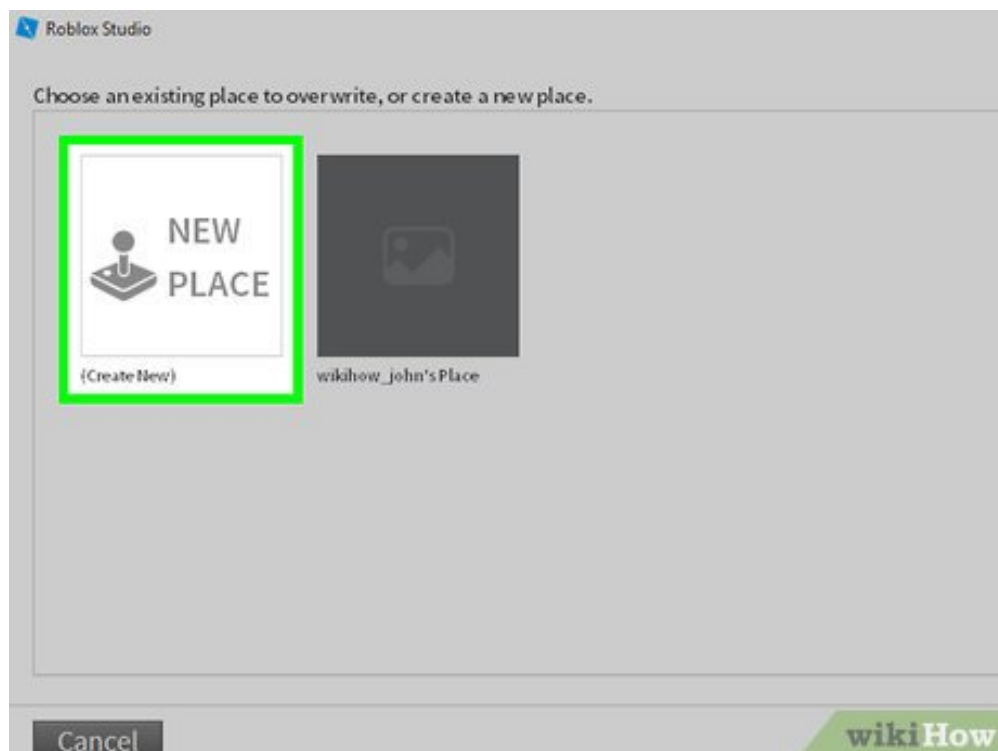
- 1 Save your game.** Before uploading your game to Roblox's website, you'll want to save a backup onto your computer:
 - Click **FILE**
 - Click **Save**
 - Enter a file name in the "File name" text box.
 - Click **Save**



- 2 Click **FILE**.** This tab is in the upper-left corner of the window. A drop-down menu will appear.



3 Click . It's in the middle of the **FILE** drop-down menu.



4 Click . You'll find this option near the top of the pop-up window. Doing so opens the Basic Settings window.

Basic Settings

Name:
wikihow

Description:

Genre:
All

Privacy:
☐ Public
☒ Private

Cancel

wikiHow

- 5 Enter a name for your game.** Type your game's name into the "Name" text box at the top of the window.

Basic Settings

Name:
wikihow

Description:
New test project

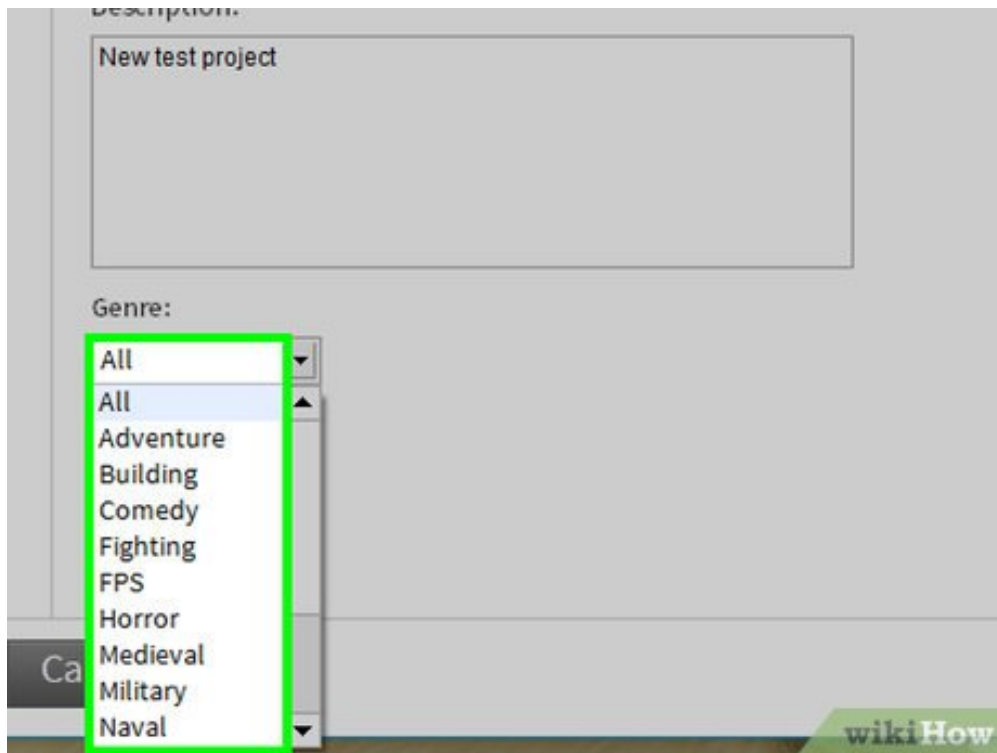
Genre:
All

Privacy:
☐ Public
☒ Private

Cancel

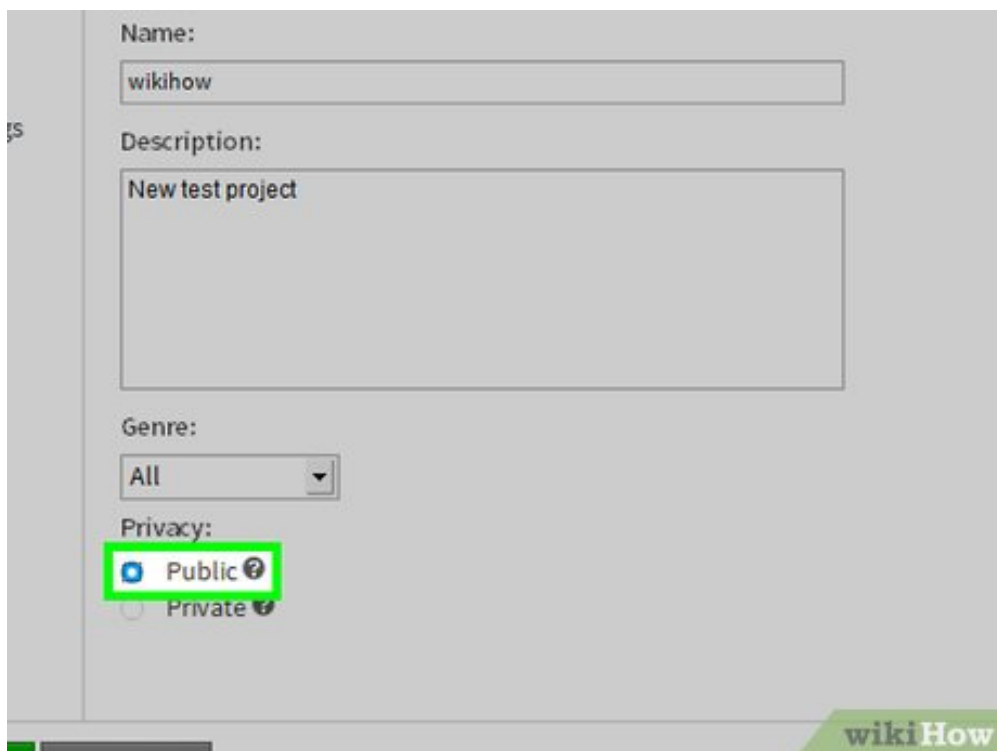
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- 6 Add a description.** In the "Description" box, type in a brief explanation of how your game works.



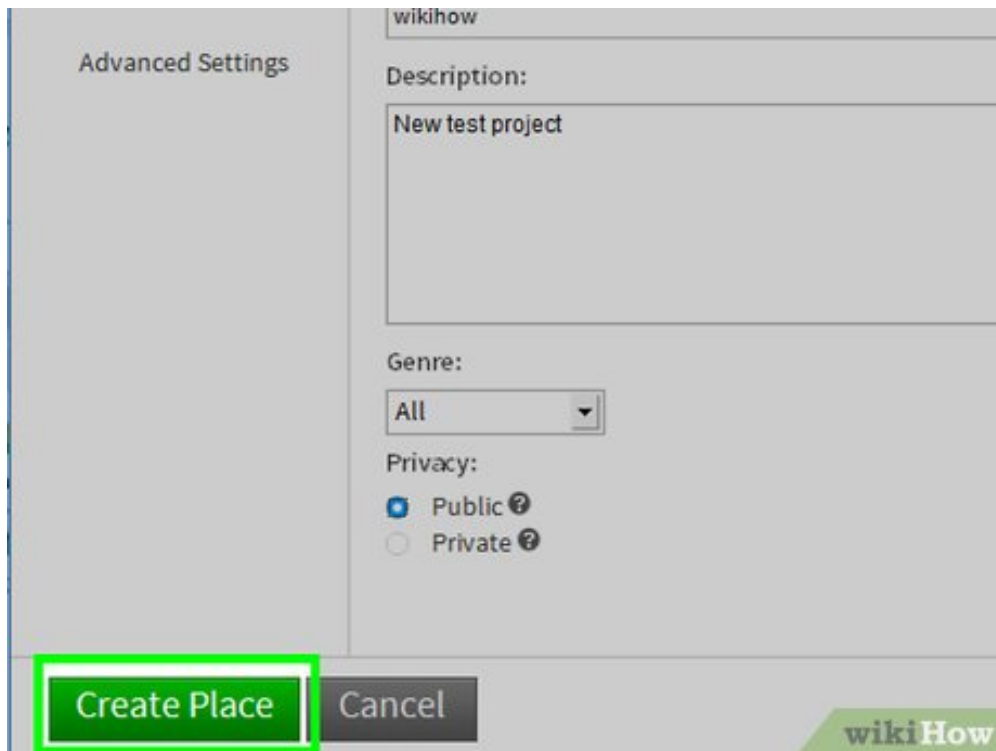
7 Select a genre. Click the "Genre" drop-down box, then click a genre of game.

- This step is optional, but recommended if you want to narrow down search results for your game.

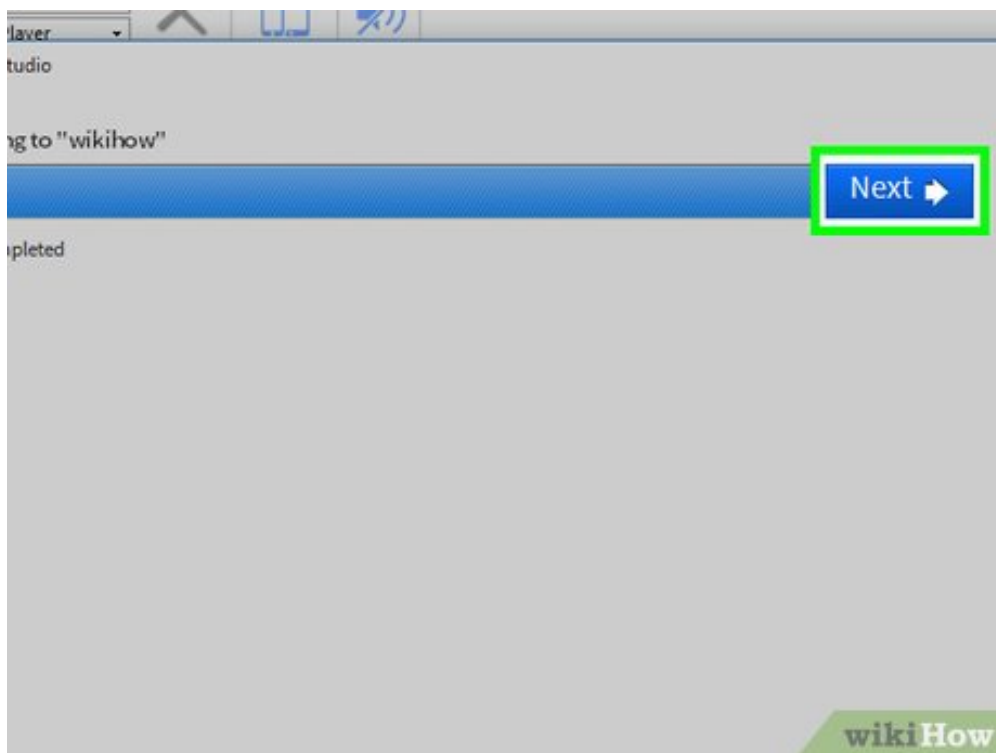


8 Check the "Public" box. It's at the bottom of the window.

- If you want to keep the game private, skip this step.



9 Click **Create Place**. It's a green button at the bottom of the window. Your Roblox game will begin uploading to the Roblox website.



10 **Complete the upload.** Once Roblox finishes uploading to your profile, click **Next**, then click **Done** at the bottom of the next page. This will close the upload window and take you back to Roblox Studio.

- If you have Builder's Club, you can elect to sell your game or its models instead of clicking **Done**.



Community Q&A

Question

How is the "Anchor" button useful?



SeanTheBoss103
Community Answer

The "Anchor" button is used for keeping an object in place. It's primarily used for trees and other landscaping, so it's not that important.

Helpful 26 Not Helpful 7

Question

A couple of months ago I joined a group. I was able to edit the game. Today I joined another one, but I wasn't able to edit it. How come?



Animebread
Top Answerer

To edit a game that belongs to a group, you must have a rank with permissions to do so. Ask the group owner or someone who is a higher rank if you can edit the game.

Helpful 25 Not Helpful 12

Question

Can you get famous for this?



Air King Sky
Community Answer

If your game has good coding and if you keep updating the game, then yes, this is possible on Roblox.

Helpful 28 Not Helpful 1

Question

How do you take out an item from the starter pack?



Community Answer

In the starter pack, right click on the item and either drag it out to a certain area or Control X.

Helpful 8 Not Helpful 3

Question

What buttons do you use to move the screen to inside of a building?



WikiaWang
Top Answerer

Keep zooming into the building. The camera will automatically go pass the walls.

Helpful 10 Not Helpful 4

Question

I want to make a game with a group of friends but we are social distancing. How can we make a game together?



Aditya Chakrabarti
Community Answer

You can create a group on Roblox and chat there. You can also text each other to do it. In today's world, there are many ways to get together online.

Helpful 9 Not Helpful 1

Question

If my game is good, then will I have a possibility of getting free Robux?



WikiaWang
Top Answerer

You will not be able to earn free Robux. To earn Robux from your games, you have to sell gamepasses, developer products, or VIP servers to earn Robux.

Helpful 16 Not Helpful 1

Question

My Roblox Studio is in Chinese. How do I change it?



WikiaWang
Top Answerer

To change your language, you have to update Roblox Studio. Open Studio and it should update automatically. After it's complete, go to the settings in Studio, click language settings, and select the language you want. After that, restart Studio.

Helpful 7 Not Helpful 0

Question

How do you save a game to your profile?



WikiaWang
Top Answerer

After you publish your game to Roblox, your game will appear under the "Creations" tab on your profile.

Helpful 8 Not Helpful 3



Tips

- Creating a game from the terrain level up is also possible, though implementing objectives (e.g., a flag to capture) requires coding.



Warnings

- If you use models from another user, credit them in the "Description" section when uploading your map. This is especially important if you sell your map via Builder's Club.

About This Article

JL



Co-authored by:

Jack Lloyd

wikiHow Technology Writer

This article was co-authored by **Jack Lloyd**. Jack Lloyd is a Technology Writer and Editor for wikiHow. He has over two years of experience writing and editing technology-related articles. He is technology enthusiast and an English teacher. This article has been viewed 63,718 times.

★★★★☆
160 votes - 73%

Co-authors: **32**

Updated: **January 26, 2022**

Views: **63,718**

Categories: **Roblox** | **Video Games**

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