

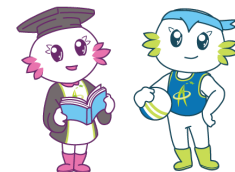


香港資優教育學苑

The Hong Kong Academy for Gifted Education

香港特別行政區政府教育局資助

Subvented by the Education Bureau, the Government of the HKSAR



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[ **Gifted Programme** ]

E1COD005C, E1COD005C-2

(Token- required)

# Coding Course (Level I): Roblox Game Design via Lua Programming

Teachers of Feva Works IT Education Centre

# ROBLOX



**Application Deadline**

**26 Jan 2026 12:00 noon**

## **Intended Learning Outcomes**

**Result Release**

**30 Jan 2026**

Upon completion of the gifted programme, gifted students should be able to:

1. Write and implement basic to intermediate Lua scripts to control game mechanics and objects.
2. Design, develop, and publish complete games (e.g., car races, obby courses, pushing games) on the Roblox platform.
3. Gain a foundational understanding of game design principles, including level design, user interaction, and gameplay balance.
4. Apply creative problem-solving skills in the game design process.

## ◆ Gifted Programme Introduction

This course introduces students to the fundamentals of game design using Roblox and Roblox Studio. Students will learn the basics of the Lua programming language, control 3D objects, and create interactive scripts to bring their game ideas to life. Through hands-on projects, students will design and build engaging games such as car races, obby (obstacle courses), and pushing games. By the end of the course, students will have a solid understanding of Roblox development and the skills to create their own unique games. The course is suitable for beginners interested in game design and programming.

## ◆ Schedule

Admitted students will be assigned to either *Class A* or *Class B* below. Students cannot change class in the middle.

### *Class A* (E1COD005C)

Session	Date	Time	Venue
A1	20 Feb	10:00 a.m. – 1:00 p.m.	Feva Works IT Education Centre
A2	23 Feb		
A3	24 Feb		
A4	25 Feb		

### *Class B* (E1COD005C-2)

Session	Date	Time	Venue
B1	20 Feb	2:30 p.m. – 5:30 p.m.	Feva Works IT Education Centre
B2	23 Feb		
B3	24 Feb		
B4	25 Feb		

Address: Feva Works IT Education Centre, Unit 503-506, 5/F Trade Square, 681 Cheung Sha Wan Road, Cheung Sha Wan

## ◆ Suitable for

- P4 – P6 HKAGE student members in 2025/26 school year.
- Class size: 27 for Class A, 27 for Class B, totally 54.
- Student members would be selected randomly by the computer system. The decision of HKAGE on the result of the selection should be final.

## ◆ Pre-requisite

Knowledge in Scratch or other computer programming is recommended but this is not a must.

## ◆ Medium of Instruction

Cantonese with English handouts

## ◆ Certificate

E-Certificate will be awarded to participants who have:

- attended **at least 3 sessions**; AND
- completed all the assignments with satisfactory performance

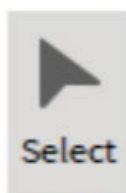
## ◆ Sample Notes

FEVA WORKS  
INSTRUCTION CLIMATE

### Model Tools

Make adjustment to the parts/objects:

- **Select:** select an object
- **Move:** change location
- **Scale:** change size
- **Rotate:** change angle



Ctrl + 1



Ctrl + 2



Ctrl + 3



Ctrl + 4

- Shortcut:

## ◆ Enquiries

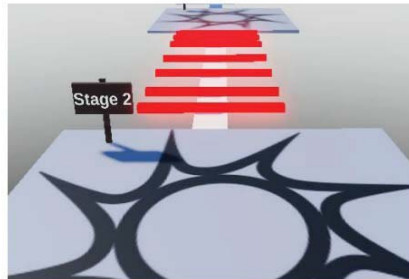


3940 0101



programme@hkage.org.hk

## Stage 2 - Add Death Laser



## Stage 2 - Add Death Laser - Script

- The player will die immediately after touching the laser panels.

```
obby.rbxl x | Script x |
1 script.Parent.Touched:Connect(function(hit)
2   if hit.Parent:FindFirstChild("Humanoid") then
3     hit.Parent:BreakJoints()
4   end
5 end)
```