



# **Building Games for Reach**

**Claus Moberg** 

# About Me



RDC

Claus Moberg colnago83

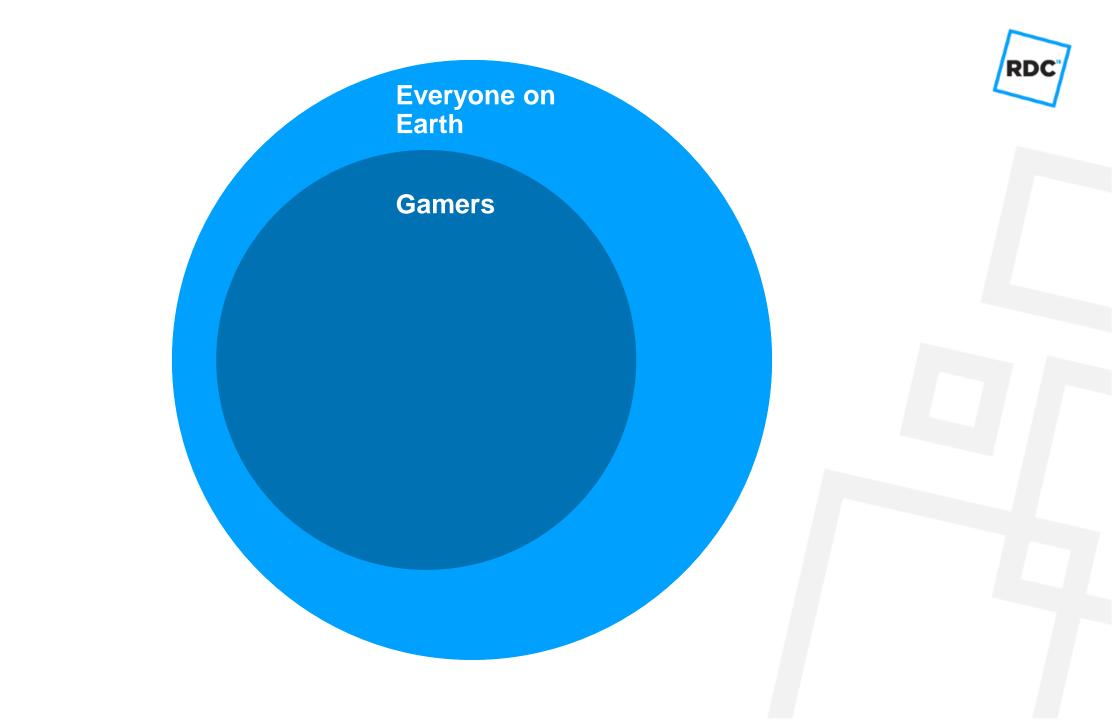
### Why should you care about reach?

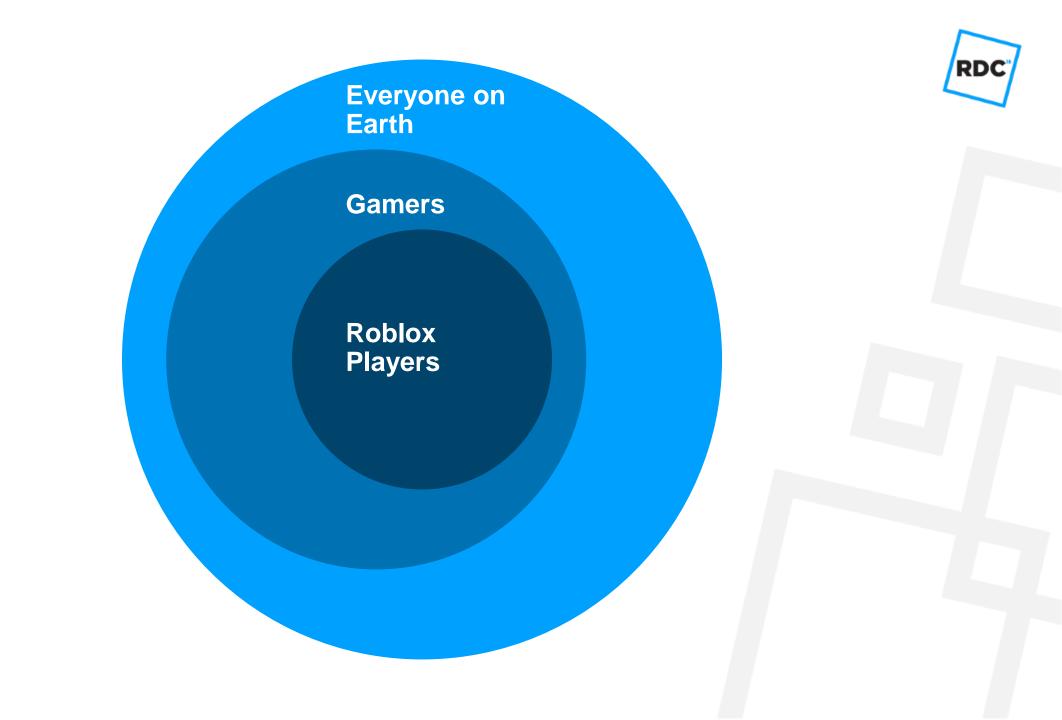


### **Everyone on Earth**









### > 62 Million Monthly Active Users



#### Everyone on Earth

Xbox Players

#### **Roblox Players**

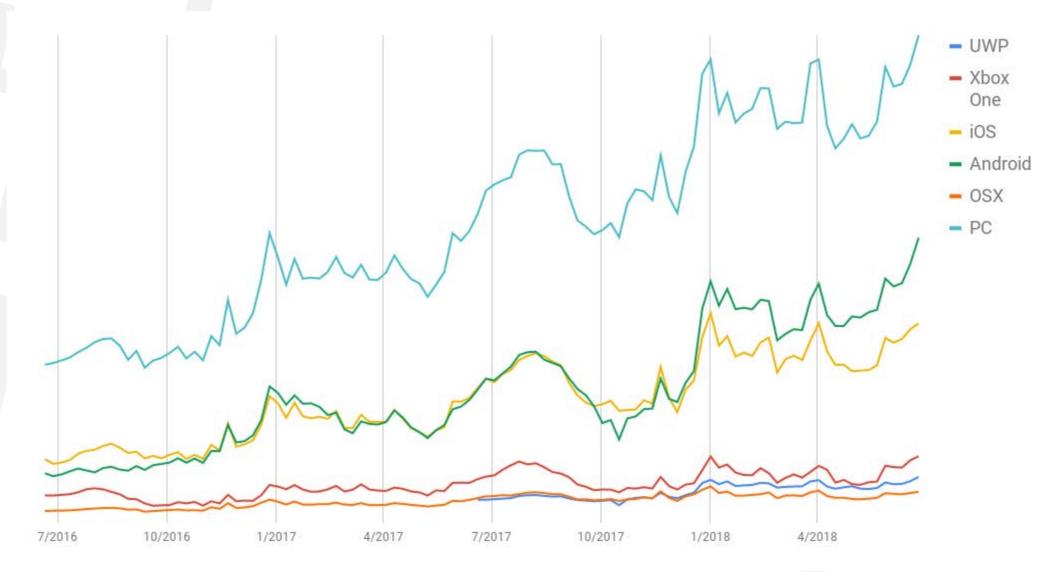
Spanish Speakers

# It is your game

#### ...be *intentional* with it.

### The State of the Roblox Market

### Weekly Average Player Count



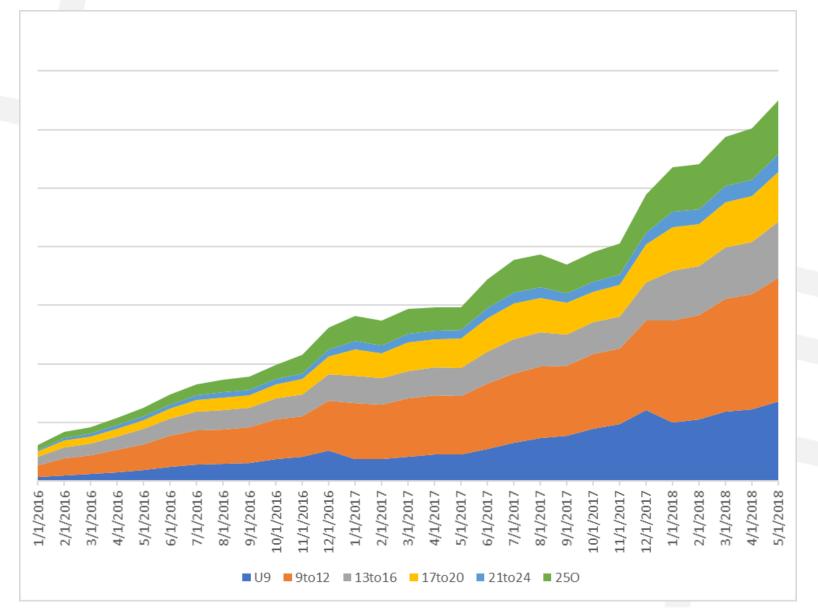
### **Weekly Average Player Count**



# Weekly Average Player Count (Spanish)

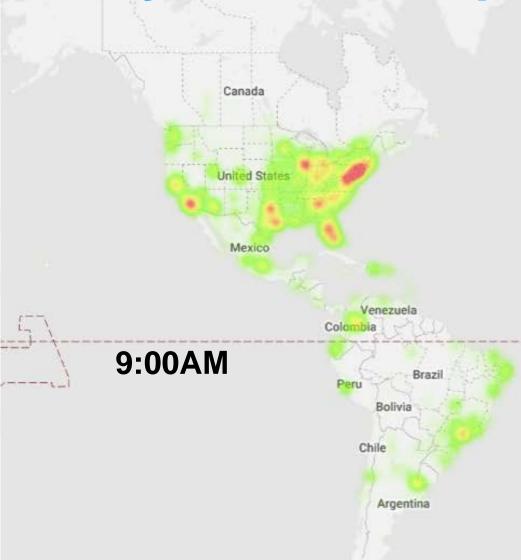


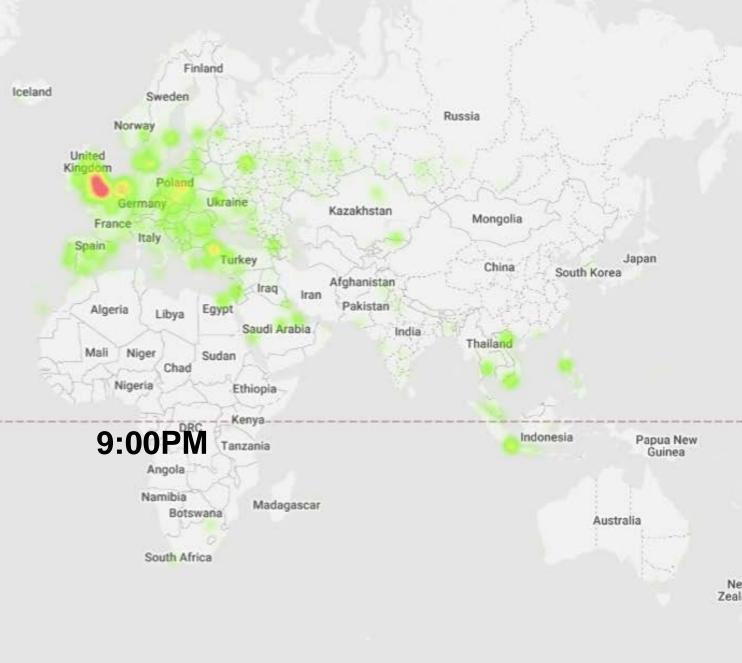
### **User by Age Group**

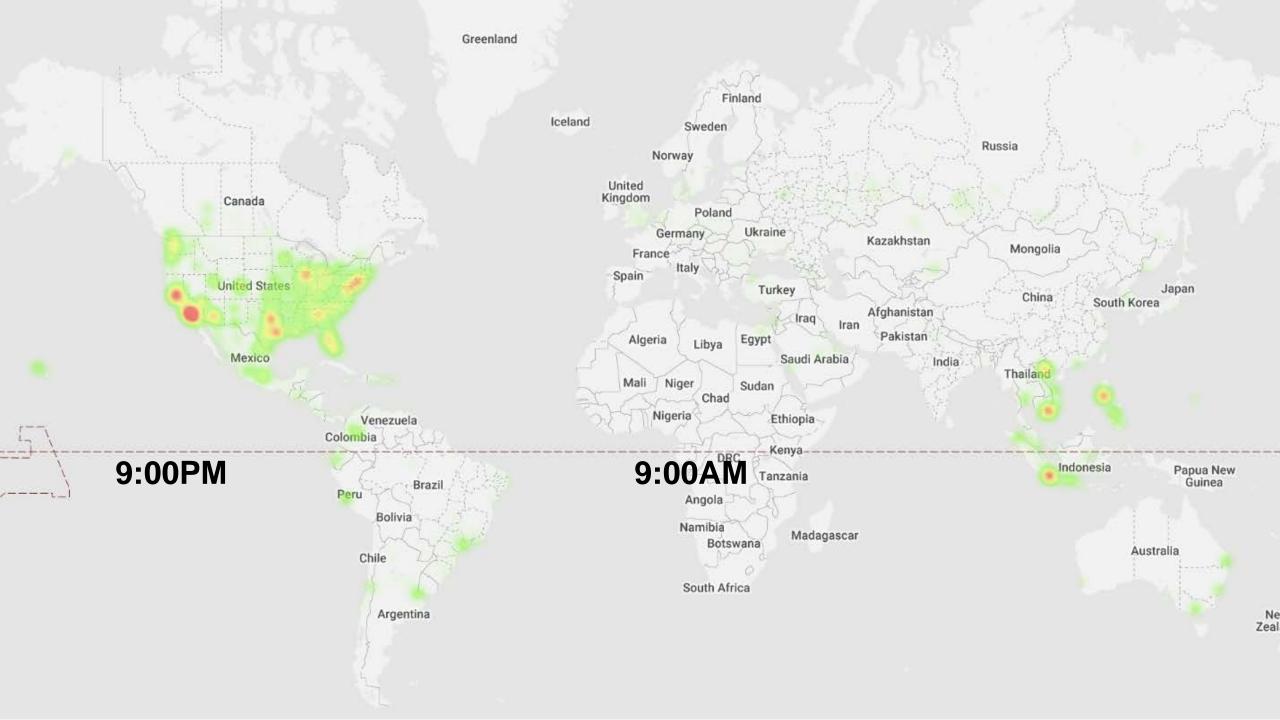


Greenland

### **Players Heatmap**



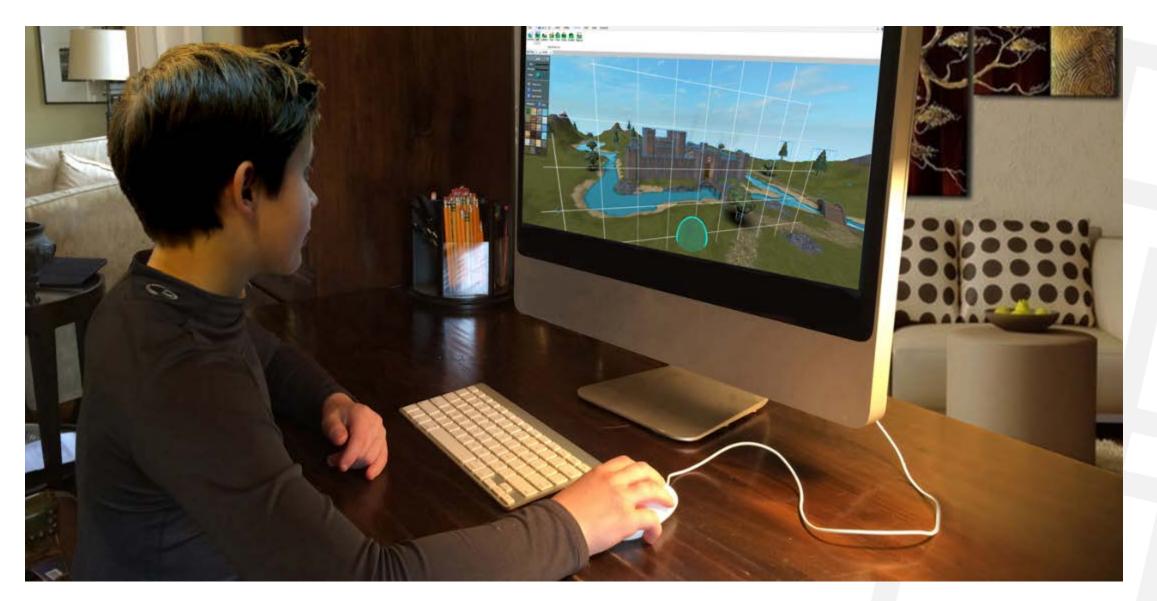




# **Building for All Devices**

#### What makes a great Roblox game – for PC?





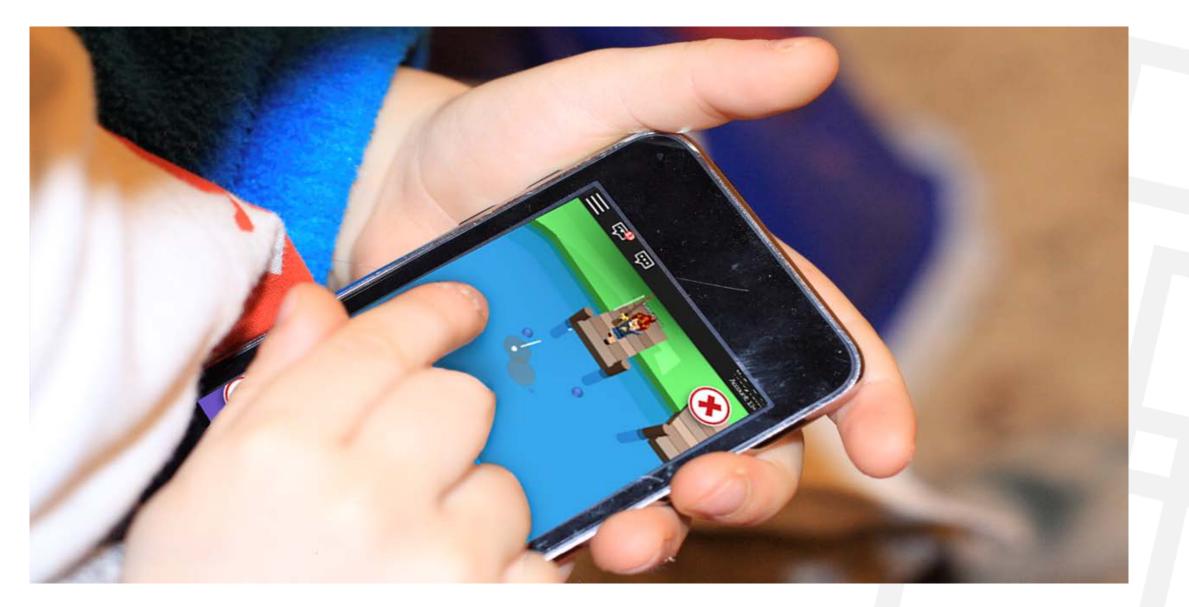
#### What makes a great Roblox game – for tablet?





#### What makes a great Roblox game – for phone?





#### What makes a great Roblox game – for console?





**Q:** When are we going to get an API to tell us our player's form factor?

A: Never (probably).

#### What "form factor" is this thing?



You build your game once, and it works on every platform we support today

...and tomorrow.

### Let's Talk About "HOW"





#### Controls

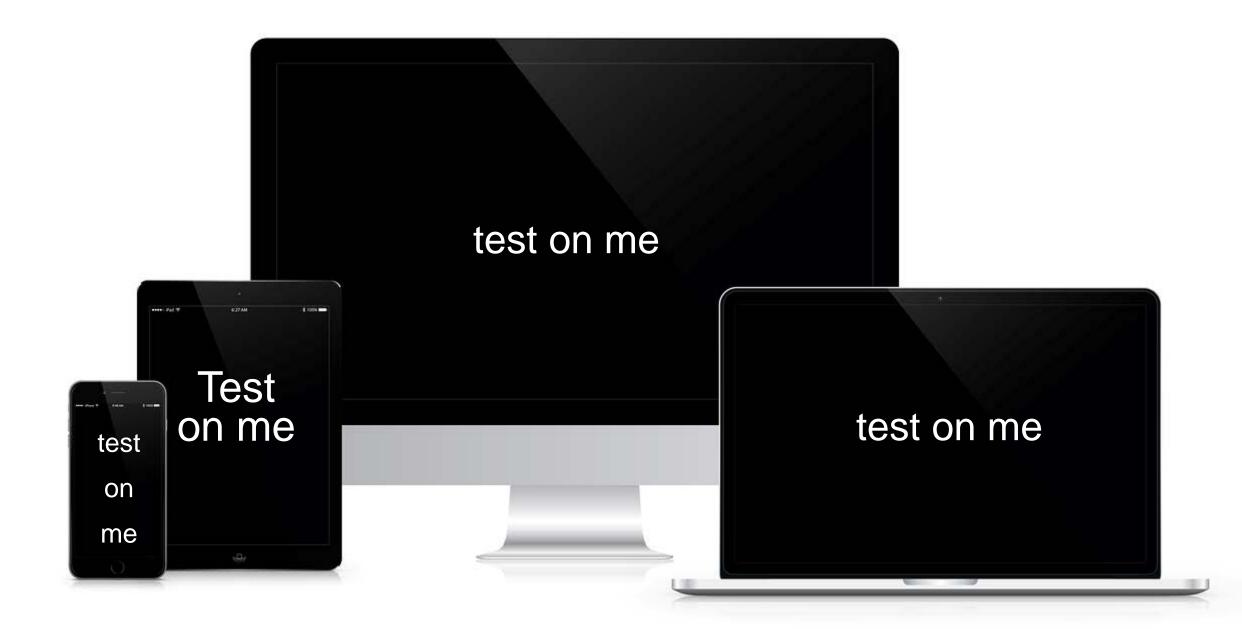
UI



#### The Roblox UI Toolset Helps You Build Great Cross-Platform UI:

- UI Layouts
- UI Constraints

Good, responsive UI won't help if your game is constantly crashing



Other aspects to consider: Localization

**Age Restrictions** 

**The Future** 



# **Q** & **A**