





Welcome to RDC 2018

Who I Am



Grace Francisco

BaubleBI



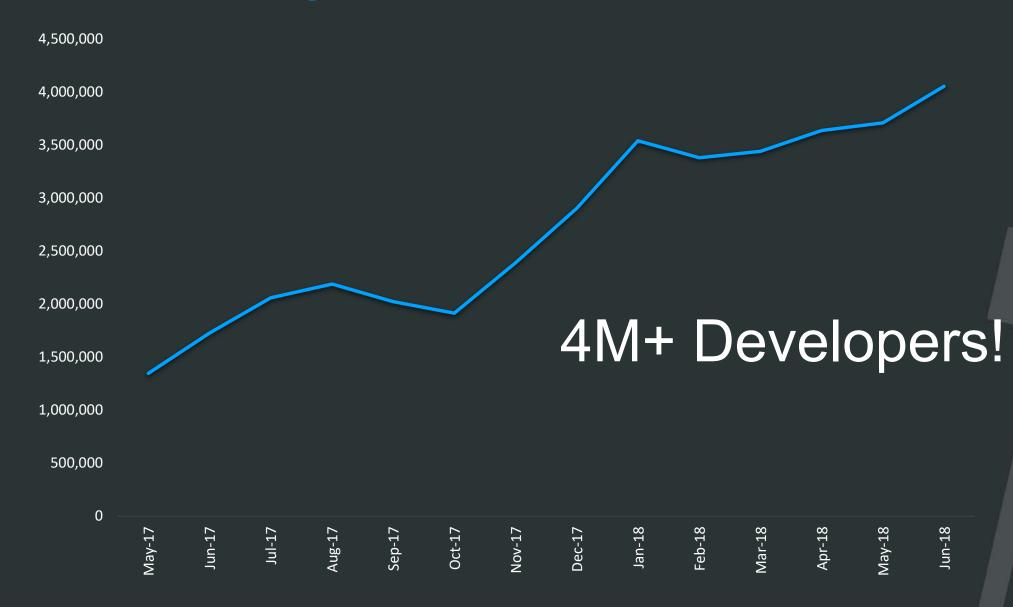






Massive Developer Growth





Size of Teams





Up and coming devs









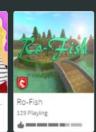












11 Games Featured in March



8 in the Top 250 Games



6 in the Top 200 Games



1 in the Top 100 Games

Community



83%
Community
Response Rate!

Champions





BRITATION MARANA 2e

Champions



Crazyman32



Blockfacesteve



Blockfacebob







Sircfenner



Woot3

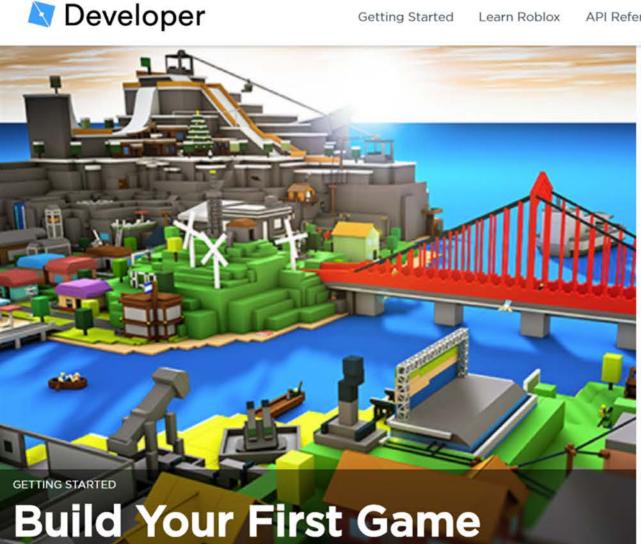
Ravenshield











Download Roblox Studio and build your first Roblox game







DEVELOPER NEWS AND ANNOUNCEMENTS

FEATURED RECENT ANNOUNCEMENTS

Release Notes





Get Started

Learn Roblox ▼

API Reference

Community

Search

Release Notes for 338

Improvements

Note

The new "CreatePluginAction" function on Plugin allows you to create an action which users can then tie to shortcuts. In script:

LIVE

Status

local pluginAction = plugin:CreatePluginAction("pluginActionId", "Action Title", "Action Description")

pluginAction.Triggered:connect(function()
 doCustomLogic()
end)

pluginActionId should be an ID unique among PluginActions in this plugin. Action Title will be the user-facing title of the action. Action Description is user-facing description for Action.





Sponsored by Jurassic World

Venture to a remote island and help Blue escape from an erupting volcano!

Complete the challenges below on a computer to create your own game inspired by Jurassic World: Fallen Kingdom! Earn exclusive virtual prizes for finishing each lesson and corresponding quiz until 9/12. **Note: Roblox Studio is only available on PC or Mac laptop/desktop.

Jurassic Template Team









Peteyk472

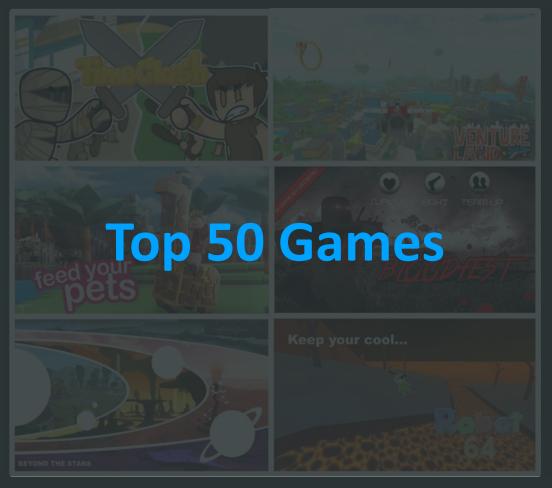


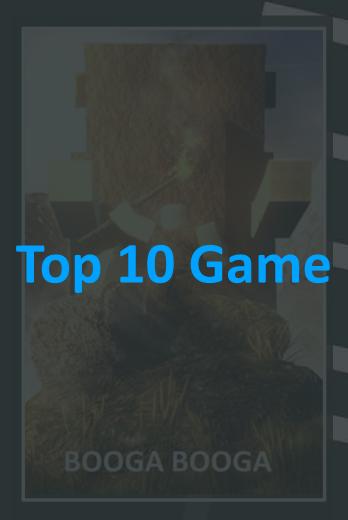
Ravenshield

Recent Successes from Accelerator/Incubator RDC



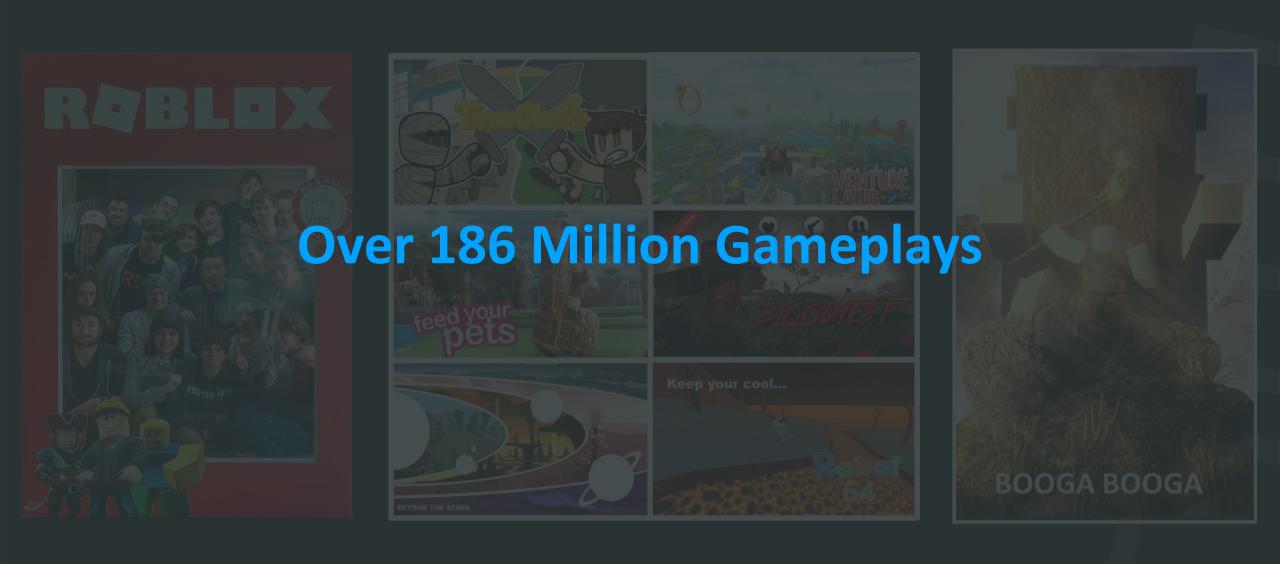






Recent Successes from Accelerator/Incubator Roc





Tesla Success







Acting on your feedback

- Engaging product & engineering
- Faster application review
- Cleaning up dev docs
- Developers speaking at RDC
- Sharing our roadmap



Roblox Platform High-Level Roadmap

Future is bright for everyone

Welcome to the high level roadmap for the Roblox platform. Here you can get insight into our plans for the next few months and get an idea of when you can expect new features on the Roblox platform. This is a living document and we will be updating it approximately quarterly.

Please keep in mind that our goal is to provide you with the best updates possible. Sometimes, bugs or technical complications may cause us to move the release dates to ensure that we're shipping good features.

Targeted for 2nd Quarter 2018 (May-June)	Status
Dark Theme for Studio	On Track
Allow for developers to choose between dark and light themes while working with Studio. Plugins have access to this information.	
100 Player Games	On Track
Game servers can support up to 100 players in a performant manner.	
Animation Editor IK Support	At Risk
Physics inverse kinematics dragger support in Animation Editor.	
Social Media Links	On Track
Developers can specify up to 3 different social community links on the game page including Discord, Twitter etc. for 13- users.	
Targeted for 3rd Quarter 2018 (July-September)	Status
Packages	On Traci
Scripts and other assets can be packaged together as libraries to be shared between different places, games and other developers.	
Notifications to Players	On Track
Developers can send update notifications for their games in the notification stream to players who followed to their games	9.
Avatar Morpher	On Trect
More customization and control over how avatars are represented for developers such as scale, height, width, and othe template options.	r
Automatic Image Quality	On Track
Images in-game are automatically compressed based on device performance.	
Realtime CSG	On Track
CSG operations can be performed in real time.	
Targeted for 4th Quarter 2018 (October-December)	Status
Universe Script & Game Services	On Track
New type of scripts that can run at a universe level to allow for matchmaking, leaderboards, etc.	
New Lighting System	On Track

Developer Sessions at RDC

- How to get Users to Play YourGame: Marketing Panel
- Building Your Company: Creating
 Your Own Game Studio Panel
- Know Your Skills; Find More Robux
- Happy Players, Happy Profits:Monetization Panel
- Advance Studio Tips (Organizing Your Code, Plugins, and More)



RickyTheFishy



Sharksie



cowbear16







Blockfacesteve



Simbuilder



Berezaa







Helping you build your business

- Best practices
- Learning from experts
- Health reports



Top Developer Traits

- Making more money
- Reaching broader audience
- Regular content updates
- Participate in STARS



Experimental Games/Age Restrictions





Be the next big hit

- Apply for Incubator/Accelerator
- Localize, localize, localize
- Build healthy teams & businesses
- Monitor game health





