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"Roblox Toys Wave 2 Hits Store Shelves This August". Heavy. Archived from the original on November 30, 2018. Retrieved November 7, 2017 ↑ Robertson, Andy (February 19, 2019). "Roblox Toys Come Of Age With Collectable Desktop Series". Forbes. Archived from the original on October 31, 2020. Retrieved September 3, 2020 ↑ Tsai, Katie (April 13, 2021). "Roblox shares up after gaming platform partners with Hasbro for Monopoly and Nerf products". CNBC. Archived from the original on April 13, 2021. Retrieved April 13, 2021 Retrieved from " Hey! Im going to show you how to create a roleplay game in Robloxno coding required!Build MapStart speed build footageFirst, lets build a map if you havent already.Mines going to be pretty basic since thats not the focus of this tutorial, so yours will probably look a bit better.Alright, once youre done with the map, lets move on to the setup.Install RoroomsFor our roleplay features, were going to use Rorooms. This will allow players to customize their name and bio, use tools, emotes, invite their friends, and more!First, lets open the toolbox.Go to Models and search for Rorooms.Lets drag it inAnd place it into ReplicatedStorage!Test gameLets test our game to see it in action.PauseNow that were loaded in, lets customize our profile a bit from inside the Profile menu.Customize profileIf we open the Items or Emotes menus, youll notice theres nothing there. Thats because we havent added anything yet.Stop gameAdd ItemsOkay, now lets add some items. Im just going to grab some free items from the toolbox.Now that I have my items, Ill drag them into the Items folder.Since Rorooms provides a leveling system, we can choose to lock items behind certain levels to give players something to work toward.To level-lock an item, give it a LevelRequirement attribute and assign it a number. Players will need to reach that level before they can equip it.Add EmotesNow lets add some emotes!Emotes are basically just Animations that will play when clicked.Ive already picked a few random emotes to use here. Just drag them into the Emotes folder to install them.If youd like, you can also lock emotes behind LevelRequirement attributes, but Ill skip that step to keep things simple.Test configurationLets playtest again to see our items and emotes in action.Test itemsTest emotesOkay, looks like everythings working!Publishing to RobloxNow that weve set everything up, lets publish our game to Roblox.Open the menu in the top-left, and click on publish.Now, open the Game Settings menu.Click on the Access tabSet the game to PublicAnd save!Publishing to RoroomsWe can also publish our world to the Rorooms network. This will allow players from other worlds to teleport into ours, and give us some free promo.First, open Rorooms.Then, authenticate with Roblox. Well give the site some basic permissions so it can verify our ownership of the world.Before we can publish, we need our public Place ID.To obtain this, we can go back to Roblox Studio and run print(game.PlaceId) in the console.Now lets copy it go back to the publish page paste and done!Ill take a little while for your world to fully register. In the meantime, you can give it a thumbnail, icon, or do whatever else you may want to.EndAnd thats it! Your roleplay game is all done.

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