Drone in Games

Prepared by Sisak

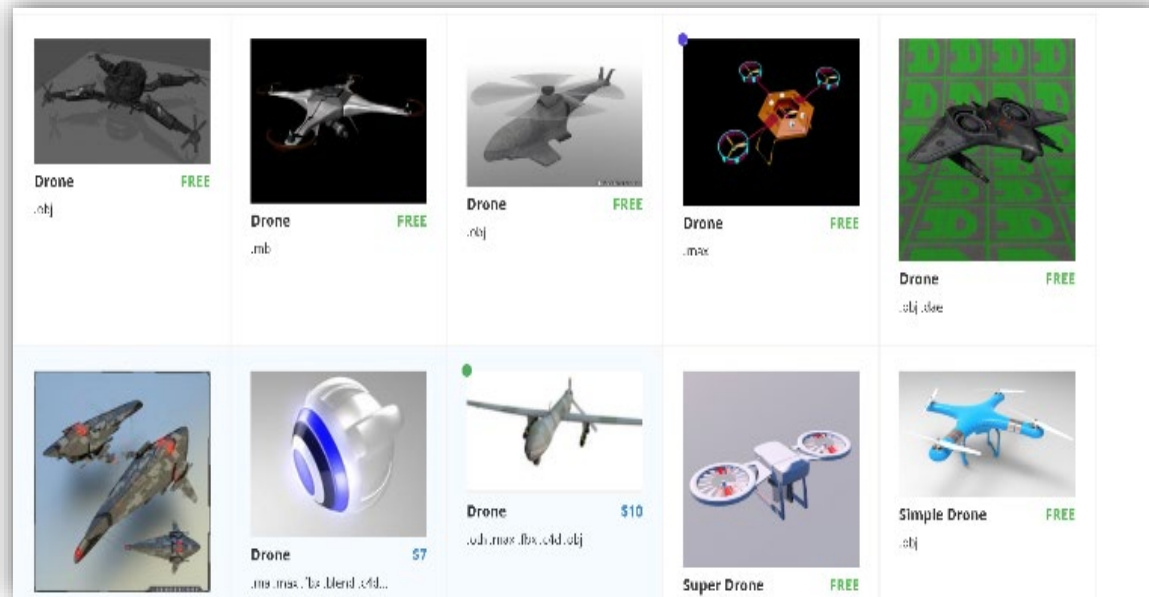# DRONES

- Drones are often used in video games

Programming a drone

- Making a drone in ROBLOX:
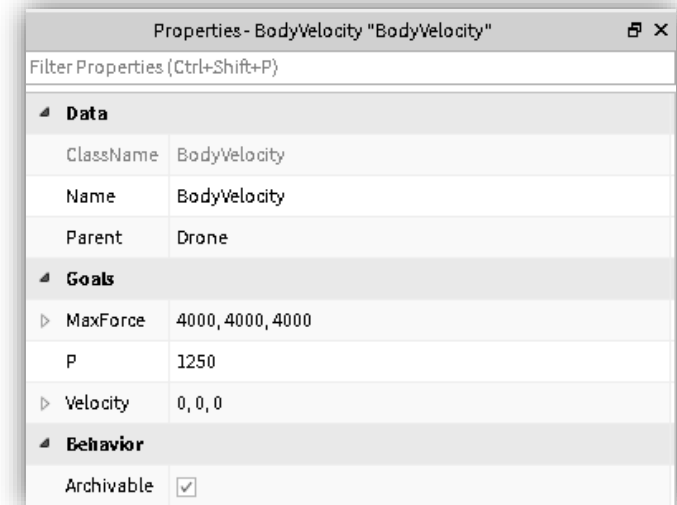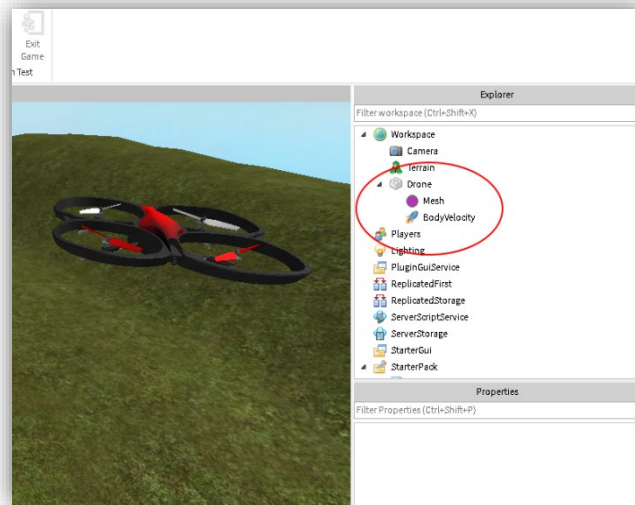 - Object (Mesh model)
  - Program (Code)

Object

Find/select or create your own drone

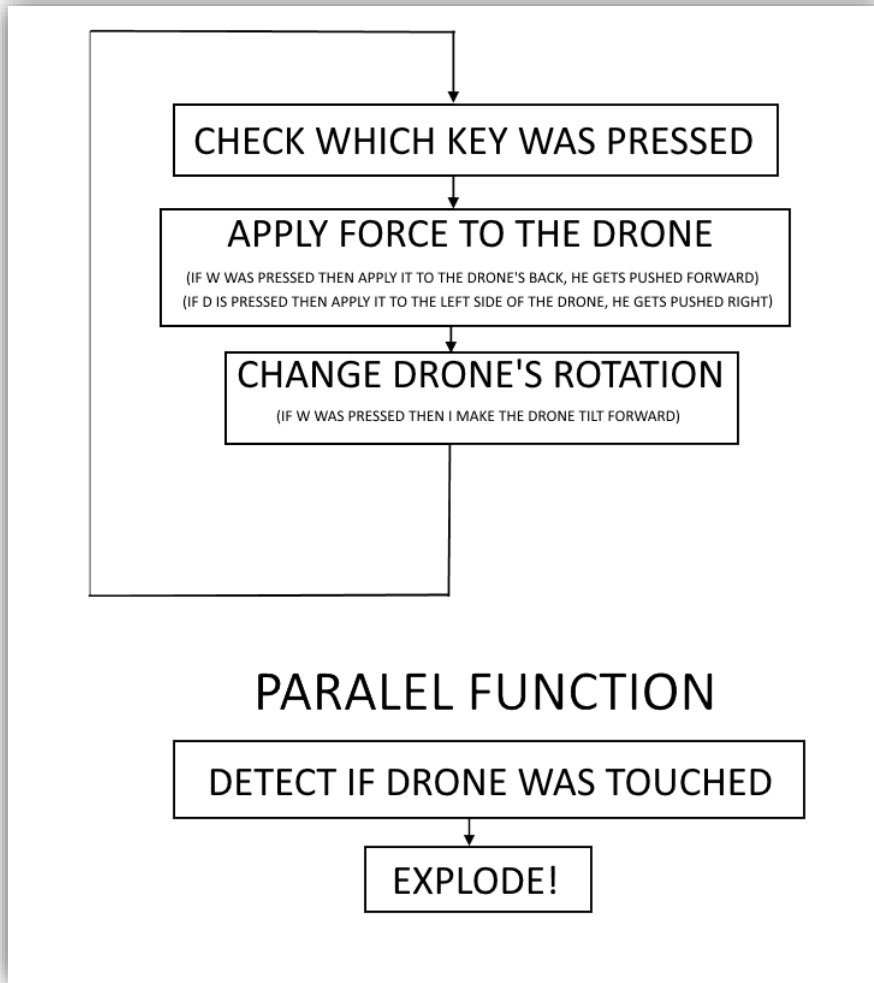(Blender / 3D Objects or Free Models)

Code & bodyforce

- After implementing the object in to the game I start writing code for controls

- I've added a property „BodyVelocity". (Let's me apply force)

Code Diagram

CHECK WHICH KEY WAS PRESSED

APPLY FORCE TO THE DRONE

(IF W WAS PRESSED THEN APPLY IT TO THE DRONE'S BACK, HE GETS PUSHED FORWARD)
(IF D IS PRESSED THEN APPLY IT TO THE LEFT SIDE OF THE DRONE, HE GETS PUSHED RIGHT)

CHANGE DRONE'S ROTATION

(IF W WAS PRESSED THEN I MAKE THE DRONE TILT FORWARD)

PARALEL FUNCTION

DETECT IF DRONE WAS TOUCHED

EXPLODE!

LUA programming language

Finished product

- This is pretty much how you make a drone in ROBLOX

- I'm sure there are other more complex ways of making one but this one is purely for demonstration

- This drone was made in ROBLOX Studio, making a drone in other programs may or may not be harder.

THANK YOU