



Drone in Games

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DRONES

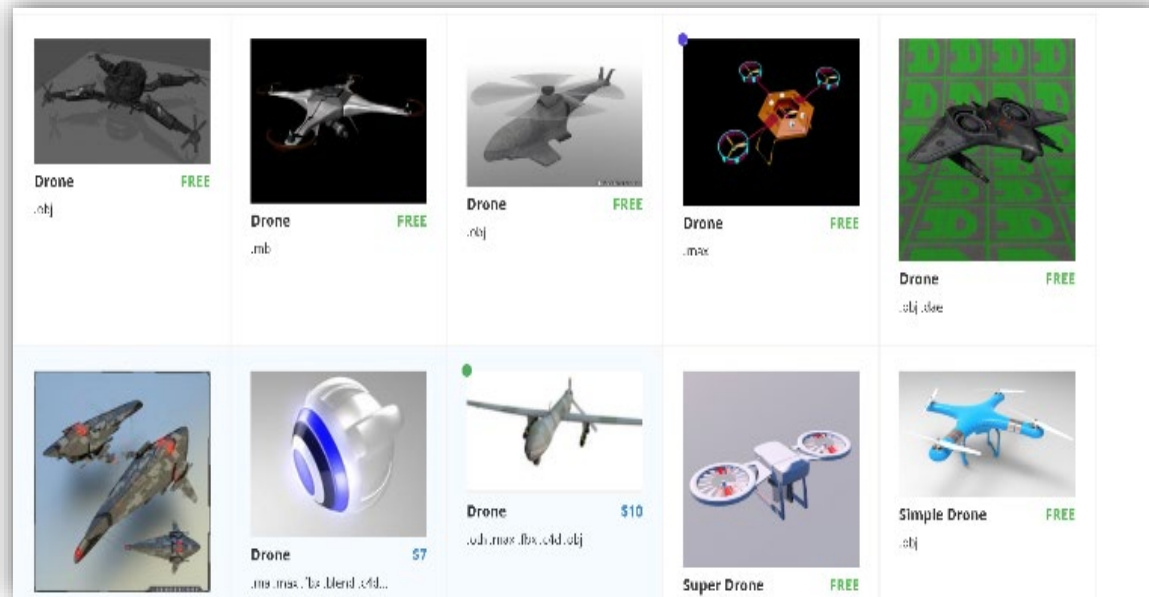
- Drones are often used in video games





Object

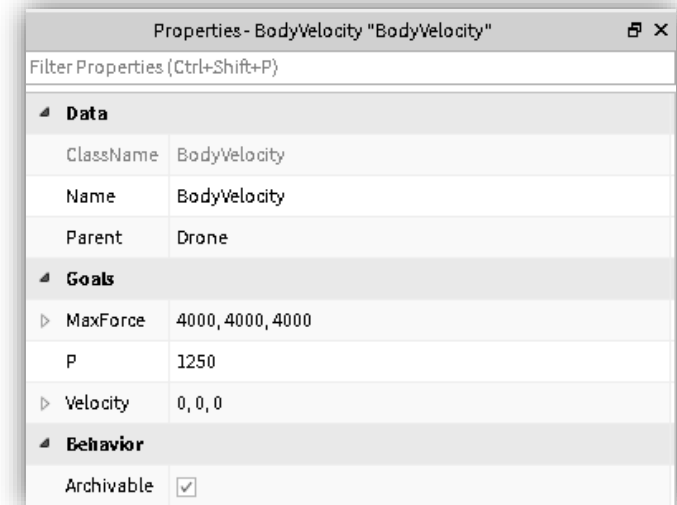
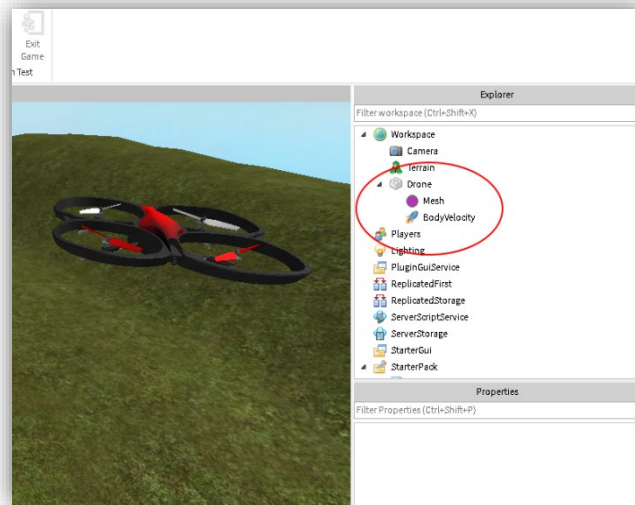
Find/select or create your own drone
(Blender / 3D Objects or Free Models)





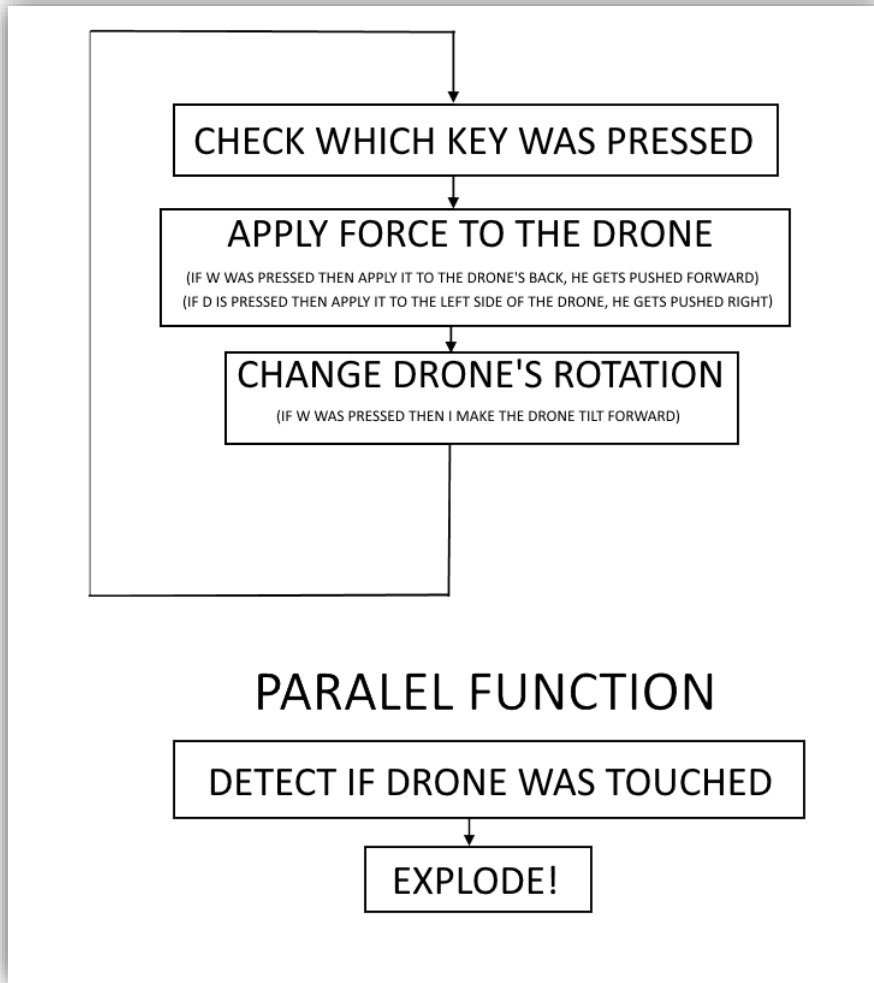
Code & bodyforce

- 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



```

Debugger | DebugErrors | ScriptActions
-----|-----|-----
one x | LocalScript x |
local function turnRight()
    DroneModel.CFrame = DroneModel.CFrame.Angles(0,0,-0.01)
end

game:GetService("UserInputService").InputBegan:connect(function(inputObject, gameProcessedEvent)
    if not DRONE then return false end
    if inputObject.KeyCode == Enum.KeyCode.Space then
        KeyHeldSpace = true
        while KeyHeldSpace and DroneModel.BodyVelocity.Velocity.Y < 5 do
            DroneModel.BodyVelocity.Velocity = DroneModel.BodyVelocity.Velocity + Vector3.new(0,0,1,0)
            wait()
        end
    elseif inputObject.KeyCode == Enum.KeyCode.LeftShift then
        KeyHeldShift = true
        while KeyHeldShift and DroneModel.BodyVelocity.Velocity.Y > -5 do
            DroneModel.BodyVelocity.Velocity = DroneModel.BodyVelocity.Velocity + Vector3.new(0,-0.1,0)
            wait()
        end
    end
    if inputObject.KeyCode == Enum.KeyCode.A then
        KeyHeldA = true
        while KeyHeldA and DroneModel.BodyVelocity.Velocity.X > -10 do
            turnLeft()
            DroneModel.BodyVelocity.Velocity = DroneModel.BodyVelocity.Velocity + Vector3.new(-0.5,0,0)
            wait()
        end
    elseif inputObject.KeyCode == Enum.KeyCode.D then
        KeyHeldD = true
        while KeyHeldD and DroneModel.BodyVelocity.Velocity.X < 10 do
            turnRight()
            DroneModel.BodyVelocity.Velocity = DroneModel.BodyVelocity.Velocity + Vector3.new(0.5,0,0)
            wait()
        end
    end
    if inputObject.KeyCode == Enum.KeyCode.W then
        KeyHeldW = true
        while KeyHeldW and DroneModel.BodyVelocity.Velocity.Z > -10 do
            turnForward()
        end
    end
end
  
```

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.



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DRONE TEAM THANK YOU

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