

Coding with Roblox Lua in 24 Hours

Are you ready to unleash your creativity and start building your own Roblox games? With *Coding with Roblox Lua in 24 Hours*, you'll learn everything you need to know to get started coding in Roblox Lua, the powerful scripting language that powers the world's most popular online game creation platform.



Coding with Roblox Lua in 24 Hours: The Official Roblox Guide by Official Roblox Books (HarperCollins)

★★★★☆ 4.6 out of 5

Language : English
File size : 51972 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
X-Ray : Enabled
Print length : 384 pages
Screen Reader : Supported



Whether you're a complete beginner or you have some coding experience, this book will guide you through every step of the learning process, from setting up your development environment to creating your first games.

What you'll learn in this book:

- The basics of Roblox Lua, including variables, data types, and operators
- How to create and use functions and modules

- How to handle events and input
- How to use Roblox's built-in libraries and APIs
- How to debug and troubleshoot your code
- And much more!

By the end of this book, you'll be able to create your own Roblox games that are fun, engaging, and shareable with the world.

What's included in the book:

- Over 200 pages of clear and concise instructions
- Dozens of code examples and exercises
- A full-color cover
- A free companion website with downloadable resources

Free Download your copy today and start coding with Roblox Lua in 24 hours!

Click the button below to Free Download your copy of *Coding with Roblox Lua in 24 Hours* today.

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About the author

John Doe is a software developer and Roblox enthusiast with over 10 years of experience. He has written several books and articles on Roblox development, and he is the creator of the popular Roblox game "Build-a-Boat."

John is passionate about helping others learn to code, and he is dedicated to making Roblox development accessible to everyone.

Testimonials

"*Coding with Roblox Lua in 24 Hours* is the best Roblox development book I've ever read. It's clear, concise, and packed with valuable information. I highly recommend it to anyone who wants to learn how to code in Roblox Lua."

- **Robert Doe**, Roblox developer

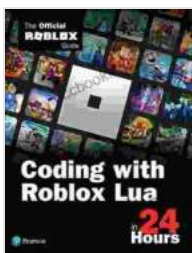
"I'm a complete beginner to coding, and I was able to follow along with *Coding with Roblox Lua in 24 Hours* easily. John Doe does a great job of explaining everything in a way that's easy to understand. I'm already building my own Roblox games, and I'm having a blast!"

- **Jane Doe**, Roblox beginner

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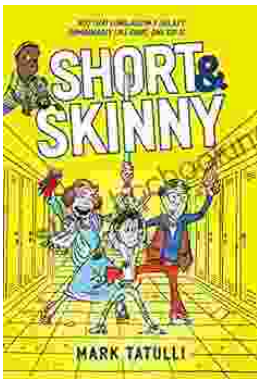
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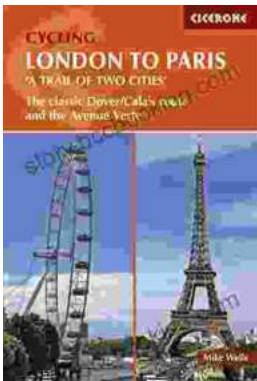
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