AIBloxLabs

Claude Roblox Starter Kit

Setup guide

Build Roblox games inside Studio with Claude Code and the Roblox Studio MCP, the way I do it.

1. **Install Claude**
2. **Switch on MCP**
3. **/setup-game**
4. **Build**

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What this kit does

Claude Code builds your game straight inside Roblox Studio through the Roblox Studio MCP. The kit gives Claude the same rules, starter code and memory every session, so it builds the way a real game should be built instead of guessing.

In the kit	What it's for
project/CLAUDE.md	The rulebook Claude reads every session: where things live in Studio, code rules, security, saving, UI style and how to work with you.
project/starter-code/	The skeleton every game starts from: Config, AssetIds, UIStyle, Remotes, safe PlayerData saving, GameService and a HUD.
project/.claude/commands/	Six slash commands: /setup-game, /new-system, /playtest, /review, /log, /explain.
project/notes/	A game-note template and a Studio Gotchas list. Claude reads them at the start of a session and updates them at the end, so it remembers your game.
PROMPTS.md	Ten starter prompts for your first mechanics.

What you need

- A Windows or Mac computer with **Roblox Studio**
- A Claude plan that includes **Claude Code**
- About 10 minutes for the first setup. After that, a new game takes 3 minutes.

> **Important:** Only connect AI tools you trust to Studio. Anything connected through the MCP can read and change the places you have open.

Three words to know

That's all the tech you need for this guide.

Word	What it means
Claude Code	The AI that builds your game. You talk to it by typing in a terminal.
Terminal	A plain text window where you type commands. On Windows it's called **PowerShell**. You only need it to start Claude.
Studio MCP	A switch in Roblox Studio that lets Claude see and build inside your game. Think of it as a bridge between Claude and Studio.

PART 1

One-time setup

Do this once, on your computer. About 10 minutes.

1 Install Claude Code

Go to **docs.claude.com**, search **Claude Code** and follow the install steps for your computer.

Then check it: press the **Windows key**, type **PowerShell**, press **Enter**. In the window that opens, type this and press Enter:

```
claude --version
```

It worked if you see a version number. Close the window.

2 Turn on the Studio MCP (the bridge)

1. Open **Roblox Studio** with any place.
2. Open the **Assistant**, then its **Settings**, then **MCP Servers**.
3. Switch on **Enable Studio as MCP server**.
4. Click **Quick connect** next to **Claude Code**.

It worked if a green dot shows Claude is connected. You never have to do this again.

3 Unzip the kit

Right-click **AIBloxLabs-Starter-Kit.zip** > **Extract All**, and put it in your **Documents** folder.

It worked if you have a folder called **AIBloxLabs-Starter-Kit** with a **project** folder inside.

PART 2

Every new game

Do this each time you start a game. About 3 minutes.

4 Make a folder for your game

Open **AIBloxLabs-Starter-Kit**. Copy the **project** folder, paste it, and rename the copy to your game's name, with no spaces. For example: **MyTycoon**.

> **It worked if** you have a **MyTycoon** folder with **CLAUDE.md** inside.

5 Open your game in Studio

Create a new **Baseplate** (or open your game). So saving works, do these two once per game:

- **File > Publish to Roblox**
- **Game Settings > Security** > switch on **Enable Studio Access to API Services**

> **It worked if** the place has a name in Studio's title bar (not "Place1").

6 Start Claude in your game folder

Open your **MyTycoon** folder. Click the **address bar** at the top of the window, type **powershell** and press **Enter**. In the window that opens, type:

```
claude
```

Then ask it: *which Studio place is open?*

> **It worked if** Claude answers with your place's name.

7 Let Claude set up the game

Type this, using your game's name:

```
/setup-game MyTycoon
```

Claude builds the starter scripts into Studio and runs a quick test. Watch it work; it takes about a minute.

> **It worked if** a cash box appears bottom-left in the playtest and goes up every 10 seconds.

> **Tip:** Last thing: open **CLAUDE.md** in your game folder and fill in **About this game** at the top (the game, the core loop, the place name). Two minutes here makes everything Claude builds better.

You're set up. Now build.

Every session is the same four steps. You type two commands; Claude does the rest.

1. Plan	2. Build	3. Playtest	4. Log
/new-system <idea> Claude writes a plan and waits for your OK.	Claude builds it in Studio through the MCP, using Config, AssetIds and UIStyle.	Claude plays the game, reads errors, fixes them and plays again.	/log writes what changed, what was tested and what wasn't into your game note.

Your first mechanic

```
/new-system an upgrade board in front of spawn with 4 upgrades that cost cash
```

Read the plan, change anything you don't like, then say OK. When you're done for the day:

```
/log
```

The six commands

Command	What it does
/setup-game <Name>	Builds the starter skeleton into the open place. Once per game.
/new-system <idea>	Plans a mechanic, waits for your OK, builds it, playtests, logs it.
/playtest <focus>	Plays the game through the MCP, reads errors and fixes them.
/review <what>	Looks for exploits, data-loss risks and slow code. Asks before fixing.
/log	Writes today's work into your game note.
/explain <what>	Explains a script or system in plain words. Changes nothing.

Tips for good prompts

- **Describe what the player experiences**, not just the code.
- **Give numbers:** prices, cooldowns, rewards. They go in Config so you can tweak later.
- **One mechanic at a time.** Finish, playtest, log, then the next.
- **When something breaks**, paste the exact error or run /playtest.

How the kit keeps your game clean

These are the rules in CLAUDE.md. Knowing them helps you read what Claude builds.

Where in Studio	What lives there
ReplicatedStorage.<Game>.Config	Every tunable number: prices, timers, rewards.
ReplicatedStorage.<Game>.AssetIds	Every uploaded icon, sound and model id.
ReplicatedStorage.<Game>.UIStyle	The shared look: navy panels, gradient cards, Montserrat Heavy outlined text, bouncy buttons.
ReplicatedStorage.<Game>.Remotes	The one list of RemoteEvents and RemoteFunctions.
ServerStorage.<Game>.PlayerData	Saving. Retries loads, never overwrites a failed load, autosaves, saves on leave and shutdown.
ServerScriptService.GameService	The server script that starts everything.
StarterPlayerScripts.HUDClient	Cash box and toasts. More <Name>Client scripts go next to it.
ServerStorage.Archive	Old versions of anything replaced. Never delete, archive.

The golden rules

• **The server decides.** The client only asks; the server checks cash, level, distance and cooldown, then applies it.
• **Player state lives in attributes** (Cash, Upg_<Key>, Set_<Key>), so every script and screen can read it.
• **Notes are memory.** The game note and Studio Gotchas carry what Claude learned into the next session.
• **Test without wrecking your save:** add your UserId to Config.FreshStartUserIds before a test that changes data, and remove it after.

> **Tip:** The notes folder is plain Markdown. Open it as a vault in Obsidian (free) to read your game notes with links and checklists.

Troubleshooting

Most problems are one of these.

Problem	Fix
Claude says it can't see Studio	Check **Enable Studio as MCP server** is on and the indicator is green. Restart Claude Code after connecting.
Claude works on the wrong place	Close other Studio windows, or tell Claude the place name.
"Progress isn't saving in this server"	Publish the place and turn on **Enable Studio Access to API Services**.
A test messed up my save	Add your UserId to Config.FreshStartUserIds before tests that change data.
The slash commands don't show up	Start **claude** inside the project folder, the one with CLAUDE.md and the .claude folder.
A ProximityPrompt can't be tested	Prompts don't show in MCP playtests. Press E yourself, or ask Claude to test with a ClickDetector.
Studio's viewport froze after a test	Set the edit camera back to Custom (Claude can do this).

Want more?

The **Luau Prompt Pack**, full **game templates**, **drop-in systems** and the **Lab membership** (a new system every month, members-only tutorials and the Discord) are at **aibloxlabs.com**.

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