ROBLOX EVOLUTION

**Roblox (stylized as RŌBLOX) is a massively multiplayer online game developed and published by Roblox Corporation. In the game, players are able to create their own virtual world and design their own games.[3] Games on Roblox can be scripted using a sandboxed edition of Lua to affect events that occur in-game and create different scenarios. The company's main source of revenue comes from players buying Robux, the main virtual currency in the game, and from players buying "Builders Club" access, a status which gives virtual benefits to users.[4]**

**Roblox evolution on WIKIA**

**Roblox was created by founder and co-founder David Baszucki and Erik Cassel in 2004 and officially launched into its beta version, titled "Dynablocks" in 2004. Soon, "Dynablocks" was renamed to ROBLOX in 2005 and the website was officially launched in 2006.[5] It was named after a portmanteau of the words robots and blocks.[6]**

**After a year of development, Dynablocks was renamed ROBLOX and was launched into beta in 2005. In 2005, people could gain the currency at that time, Roblox Points, by completing single-player mini games developed by Roblox admins. As the game was released publicly in 2006, people came to the game slowly, but eventually the game started growing exponentially to its 6 million account base.**

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