Boardmoor Global Leaderboards

Global Roblox leaderboards that reset on their own · free preview of the $4.99 kit

Luau | .rbxmx | README | tests

A tested Luau leaderboard system: all-time, weekly and daily boards on OrderedDataStores that reset Monday and midnight UTC with no wipes, totals or best-result boards (lowest-first for race times shown as 1:23.45), in-world boards from a tagged Part, and batched writes that stay inside DataStore limits.

Tested

8 of 8 tests pass, 4 Luau files compile with 0 failures (luau-web 1.4.0 (Luau compiled to WASM)).

Setup and use (the kit's own README)

```
# Boardmoor: Global Leaderboards (All-Time, Weekly, Daily)

SETUP (2 minutes)
1. Move the "Boardmoor" folder into ReplicatedStorage.
2. Move "BoardmoorExample" into ServerScriptService and tick Enabled.
3. Game Settings > Security > Enable Studio Access to API Services.
4. Press Play: three Coins boards appear in front of spawn and fill within 30 seconds.

YOUR OWN BOARDS
- Totals you already track (coins, wins, level):
    Boardmoor.board({ stat = "Wins", getValue = function(p) return p.leaderstats.Wins.Value end })
- Best results you submit (scores, race times):
    Boardmoor.board({ stat = "BestTime", ascending = true, isTime = true })
    Boardmoor.submit(player, "BestTime", 83.42)   -- only an improvement is written
- In-world board: any Part tagged "Boardmoor" with attributes Stat, Period ("all", "weekly",
"daily"),
  optional Title and Rows. The list draws on the Front face.
- Your own UI: listen to ReplicatedStorage.BoardmoorRemotes.Top on the client: (stat, period, rows).
- Boardmoor.top(stat, period) and Boardmoor.rankOf(player, stat, period) on the server.

HOW IT WORKS
- Weekly boards reset Monday 00:00 UTC, daily boards at 00:00 UTC (new OrderedDataStores, no wipes
needed).
- Writes are batched (every 60 s and when a player leaves or the server closes) to stay inside
DataStore limits.
- Times are stored in hundredths of a second, so 1:23.45 shows exactly.

No require(id), no obfuscation, no remote loading. Licence: use in unlimited experiences, commercial
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allowed; do not resell or share the code itself. (c) 2026 CyberMax.
```

Example script (ships in the kit)

```
-- Boardmoor example (Script in ServerScriptService): a Coins board (all-time / weekly / daily) built
in front of spawn,
```

```
-- and a best-time board fed by Boardmoor.submit. Coins tick up every 5 s so you can watch it work.
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local Players = game:GetService("Players")
local ReplicatedStorage = game:GetService("ReplicatedStorage")
local CollectionService = game:GetService("CollectionService")

local Boardmoor = require(ReplicatedStorage:WaitForChild("Boardmoor"):WaitForChild("Boardmoor"))

Players.PlayerAdded:Connect(function(player)
	local stats = Instance.new("Folder")
	stats.Name = "leaderstats"
	local coins = Instance.new("IntValue")
	coins.Name = "Coins"
	coins.Parent = stats
	stats.Parent = player
	task.spawn(function()
		while player.Parent do
			task.wait(5)
			coins.Value += math.random(5, 25)
		end
	end)
end)

Boardmoor.board({
	stat = "Coins",
	getValue = function(player)
		local s = player:FindFirstChild("leaderstats")
		return s and s.Coins.Value
	end,
})
Boardmoor.board({ stat = "BestTime", ascending = true, isTime = true, periods = { "all", "daily" } })
Boardmoor.settings({ refreshEvery = 30, saveEvery = 30 })

-- three boards side by side
for i, period in ipairs({ "all", "weekly", "daily" }) do
	local part = Instance.new("Part")
	part.Name = "CoinsBoard_" .. period
	part.Anchored = true
	part.Size = Vector3.new(10, 12, 1)
	part.CFrame = CFrame.new((i - 2) * 12, 7, -24)
	part.Color = Color3.fromRGB(16, 18, 28)
	part:SetAttribute("Stat", "Coins")
	part:SetAttribute("Period", period)
```

Licence

Boardmoor Licence (unlimited Roblox experiences, commercial use; no redistribution of the code)

Get the full kit: https://cybermaxtools.com/store/boardmoor/ · Roblox is a trademark of Roblox Corporation; this kit is made by CyberMax and is not affiliated with Roblox. © 2026 CyberMax.