

Script an Intro GUI



Game Title

Custom message to
players.

PLAY



```
enService = game.GetService("TweenService")
script.Parent.Parent.Door
on = script.Parent
true script.Parent.ClickDetector
door.Position
r.Size
(function()
fo.new(2)
w(door.Position.X, door.Position.Y
Size.X, 0, door.Size.Z)
("Really red")
")
```

