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RPG GAME

Project

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## Introduction

**Goal:**

To be able to develop a specific game with a name “RPG for Everyone” techniques and tools used in the development of interactive media projects.

The main objective of the project is to create a 2D RPG computer game that is suitable for all ages and genders.

## Project Proposal

//After the interview

## Implications & Ethics

Risks and timeline

## Design Thinking & User Experience

## Design planning techniques (Low- Hi Fidelity)

## Testing (Usability and Functional)

## Audio

## Text

## Animation & Video

## Graphics / Images

## Conclusion/ Summary

## Referencing

# References