1. Title. Role Playing videogame.
2. Goal. 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.
3. Target audience. My target audience is probably in their mid 20s to mid 30s. Who grew up with a 2D games consoles such as Gameboy, sega megadrive 2 ,Nintendo etc. Who likes music from Arcade games machines. By this age my target person would have a family or start one. Might have a full time job/student. This game will be perfect for person who likes Single-dimensional (SD) games with a little of story that easy to follow. Some experience in gaming is preferable. My target audience is not necessarily cares about graphics.

**What situation will it be used in?** Whenever client has a free time that he would like to spend on a game.

1. **Objectives**

This is a one sentence statement for each of the main things your audience will do or each of the benefits your audience will gain from using your project. 

You should be thinking about and creating an actionable problem statement.

Also for people who care more about gameplay than story, since my story telling is rather weak, and they're much more focused on the characters than the overarching story itself. Most importantly, I want people to have fun during the gameplay sections of my game (and most notably the combat), not the cutscenes, that is my main goal.

A new point of view to the issue of game types, target audiences and competitive environment can be found at the very core of a game’s anatomy. By mapping the primary skills games “teach” to the player, you start to get a grasp of the fundaments that actually help you to define and differentiate games in a new, functional way. For example, strategy and puzzle games emphasize cognitive skills, such as tactical thinking, puzzle solving and pattern detection. Endless runners and shooting games on the other hand have emphasis on sensory and motoric (“sensomotoric”) skills like reaction, speed and aiming.