1. Title. Role Playing videogame. (for an Android) **Dark Battle**
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 Mega Drive 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.
4. Objectives. -Main goal of a RPG game is Entertainment. -Also, game will train brain and memory. -Pass the time in a queue for example
5. Content. Classic RPG game with build in menu (with an opportunity for an Android in future), bosses, battles, dialogs, money, shops.

Map

Description automatically generated

1. Content treatment i.e. “look and feel”. I have not done it yet
2. Unity – game developing tool (software), Visual Studio - text editor, music editor, photoshop(optional).C# - programming language.For Android platform.
3. Media Assets Everything needs to be done according to requirements and standards. Audio, pictures, game-plan.
4. Ethical/legal issues: Idea must be unique, preferably licensed. With no copyright problems. All pictures, video, images, animation, and sounds must be from open sources!! No information will be collected from a clients/(customers) player. Game will be free to use.
5. Total time estimated:150 hours at least.

Table

Description automatically generated

1. **Navigation Map** (need some clarification)
2. **Low-fidelity prototype.** Video of a screen with some Game-sampler will be provided

**14.Implications and Ethics**

Your research , options investigated, comparisons and context that make these relevant, how they will be applied.

**15.Design Thinking & User Experience**

Your research , options investigated, comparisons and context that make these relevant, how they will be applied.

1. **Design Planning Techniques(Low – High Fidelity)**

Your research , options investigated, comparisons and context that make these relevant, how they will be applied.

1. **Testing** 
   * **Usability**
   * **Functional**

Your research , options investigated, comparisons and context that make these relevant, how they will be applied.

1. **Audio**

Finished

1. **Text**

Finished

1. **Animation and Video**

Your research , options investigated, comparisons and context that make these relevant, how they will be applied, including media examples

1. **Graphics and Images**

Almost finished

**CONCLUSION**

**REFERENCES**

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.