1. Title. Role Playing videogame. (for an Android) “**Dark Battle”,”** **Igor the conqueror”**
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.

Player spawn at main map with shops and different exit for a exploring the different maps, where adventure await. Game will include bosses,shopping for a weapons etc.

**How to control**: Four keyboard keys that are used to interact with video games in Arrow keys or a controller. W and S control forward and backward movement, while A and D are left and right.

Arrows also can be used by default.

**Language**: English

Game is 2D and pixelated.

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)

Diagram

Description automatically generated

1. **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 almost

1. **Text**

Finished almost

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

**20.CONCLUSION**

**21.REFERENCES**