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.

**Project Proposal**

**Standards and Industry Practices - Implications & Ethics**

**Standards and Industry Practices - Design Thinking & User Experience**

**Standards and Industry Practices - Design planning techniques (Low- Hi Fidelity)**

**Standards and Industry Practices - Testing (Usability and Functional)**

**Standards and Industry Practices - Audio**

**Standards and Industry Practices – Text**

**Standards and Industry Practices - Animation & Video**

**Standards and Industry Practices - Graphics / Images**

**Introduction and Conclusion**

**Report Writing including APA Referencing\***