# Media Specialist Practice Proposal

## Aims:

### What do I want to achieve

### How will I get there?

### Summary of how and where it’ll be used

## Objectives:

### Creating a prototype showcase

### Mechanics being used

### Developer process

## Method:

### Research

### Game and level engine design

### Game testing

## Outcomes/Deliverables:

### Early build prototype

### User research

### Modernising history

### Holographic interaction

### User engagement