

STAKEHOLDER MANAGEMENT PLAN		
<b>Project Name</b>	Math Blitz	
Name	About the Stakeholder	How to Engage the Stakeholder
Project team	Delivers the project to customers	<p><b>Meet requirements:</b> Members should have a dedicated community channel and meet together on a weekly basis.</p> <p>The first requirement is already fulfilled and is being used. So far, team meetings are taking place every Wednesday.</p>
Project manager Instructor	Ensures work done by the project team is within the specification of the project, i.e., the scope and quality	<p><b>Meet requirements:</b> Manager will provide list of tasks to be completely roughly weekly. Weekly SCRUM meetings will also occur.</p> <p>Complete all of the required tasks within the given time-frame. Team members should engage with each other to meet the necessary requirements.</p> <p>Rapid meetings will also take place every Tuesday to ensure that the project is meeting requirements. It's expected that some amount of the weekly work should be done at this point.</p>
Elementary Teachers	Target customer	<p><b>Pay close attention:</b> Feedback will likely be given regarding how well students are engaging with content.</p> <p>Teachers will expect not only for students to be engaged with the game but also to the content which they are supposed to learn. Have continuous feedback with them to know if the project is meeting their expectations.</p>

Name	About the Stakeholder	How to Engage the Stakeholder
Elementary Students	Target customer	<p><b>Monitor:</b> Test the project with students to determine if they are being engaged with it.</p> <p>After completing the first minimal viable product, test the project with students. Acquire feedback from them to determine the project's strengths and weaknesses, then adapt to improve.</p>