**Scope Statement (Version 1)**

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| **Project Title:** Video Game Delivery  **Date:** 17/3/2019 **Prepared by:** Ahmed Hathout |
| **Project Justification:**  The market research team found that it is a good opportunity to enter the market of renting video games. In addition, some of these video games will be educational games for elementary school and preschool pupils. This will help the young children with their education. |
| **Product Characteristics and Requirements:**  1. Users can subscribe and pay monthly online using the web app or other payment methods  2. Advanced game search feature.  3. Users can order games online using the web app  4. Users can write reviews on games they rent  5. The system can track referrals to the web app from corporate partners and other users  6. The system can display advertisement  7. The system can track customer usage pattern  8. The video games are only educational and sports related games  9. Games should be available for all platforms  10. Games should be in multiple languages |
| **Summary of Project Deliverables**  **Project management-related deliverables:**   1. Contacting Gaurav from ABC to get a license for using their web-based application. 2. Contacting Julie from Edsys to help in determining user requirements and developing partnership programs with schools and other potential partners. 3. Contacting a courier and make a bargain with them for delivering our video games. 4. Contacting companies that are going to sell the video games for us.   **Product-related deliverables:**  1. Fully functioning web app meeting all the use cases.  2. All needed hardware (for hosting the web app, inter and intra-communication, etc.).  3. Obtaining video games that are to be rented. |
| **Project Success Criteria:**  All the deliverables are … well … delivered on time :-). |