### ·Trivial Development team:

They are the ones in charge of creating the trivial game and develop the

architecture in order to facilitate the creation of future trivia games.

Some of their objectives are:

\* Develop the Trivial game in an efficient way, controlling the costs

and following the standards of usability thinking in the final user.

\* Create a reusable architecture that can be implemented in other games

based on question/answer mechanisms.

### ·People in charge of NoGame:

These are the directors of the corporation, in charge of the budget,

from which they allocate funds for the project and administrating

the different games developed.

Some of their objectives are:

\* The duration of the project should be short and the costs as minimum

as possible.

\* Get the maximum Profit.

\* Get a application whose architecture can be used in other variants

of the game.

### ·Development team of NoGame:

They are the ones in charge of developing future trivia game that will use

the architecture developed by Trivial Development team as a help in the

process.

Some of their objectives are:

\* Use that architecture to facilitate the development of new versions of

the game.

\* Finding the best technological alternatives to implement the game, and

communicating them to the Trivial Development team.

### ·Players of the Game:

The final users of the product, they want to play the game in an easy and

intuitive way.

Some of their objectives are:

\* Playing the game in a easy way whithout having to spend too much time

trying to understand how the application works.