| Project Name | ClassQuest | |
|------------------|--|--|
| Name | About the Stakeholder | Plan |
| Brian Nenson | Proposed the project and a teacher from a public school | Continuous communication and feedback |
| Kelly Chambers | Proposed the project and a teacher from a public school | Continuous communication and feedback |
| Alvin Tolentino | 4 th year Software System Engineer and developer of proposed project | Continuous communication |
| Dmytro Stepaniuk | 4 th year Software System Engineer and developer of proposed project | Continuous communication |
| Tolani Oke-Steve | 4 th year Software System Engineer and developer of proposed project | Continuous communication |
| Timothy Maciag | Professor of Capstone for SSE students | Continuous communication |
| Teachers | Feedback provider regarding teacher panel | Communication and feedback will be delivered through Brian and Kelly |
| Students | Feedback provider regarding the characters, items, and gameplay | Communication and feedback will be delivered through Brian and Kelly |
| Parents | Feedback provider regarding parent panel | Communication and feedback will be delivered through Brian and Kelly |