

| STAKEHOLDER ENGAGEMENT PLAN  |  |  |
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| <b>Project Name</b>          | UniGo  |  |
| <b>Name</b>                  | <b>About the Stakeholder</b>   | <b>How to Engage the Stakeholder</b>   |
| Yash Patel                   | Frontend Developer, Business Developer, and UI Designer.   | The developer will have meetings with the team on a weekly basis to brainstorm changes going forward, and discuss the updates on the project. Will work on creating storyboards and sitemaps for the project, and accordingly build the lo-fi and hi-fi prototypes. Will provide the front end for the project as per the project guidelines and features included.        |
| Krupal Patel                 | Backend Developer, Business developer, and Software Architect. Will work as part of the team to complete milestones and deliverables, showcase the completed stages of the project coding for the backend and provide a proper flow and structure to the code. High interest, High power, and Supportive | The developer will have meetings with the team on a weekly basis to brainstorm changes and discuss updates. Regularly scheduled scrums with mentors to milestones. Will make sure the project completes in a steady manner as per the desired flow. Provide architecture and tech stack for the project. Will be sure that the backend works perfectly with the front end. |
| Dr. Kin-Choong Yow           | Mentor – A professor at the University of Regina who will guide the team throughout the project time period. Will provide reviews after regular monthly meetings. Moderate Power, Moderate Interest, and Supportive  | The mentor will provide advice on the project milestones, advice changes to enhance the user experience. Developers and project managers will have regularly scheduled meetings with him   |
| Dr. Tim Maciag               | Professor/Mentor - A professor at the University of Regina who will guide our team throughout the project time period. Will review project deliverables and vlogs. High power, Moderate Interest, and Supportive.  | The mentor will have regular scrum meetings with project managers and developers in order to know about the progress of the team. Scrums will be helpful in forming resolutions to issues and also include discussions about the team's future.  |
| University student and staff | This includes the students and staff of the university and their needs/preferences for the app. All the necessary features will be based on what they need.  | Conduct user interviews and surveys to understand their needs and preferences for the app; involve them in user testing sessions to gather feedback and validate design decisions  |