

Business Case	
Proposed Project	Growing Gamers
Date Produced	2022-01-27
Business Need/Opportunity	<p>Parents are interested in supporting their children in their pursuits and hobbies. Important aspects of support include learning about a child's hobbies and protecting them from negative impacts their hobbies might cause.</p> <p>Part of support involves learning about and encouraging a child's hobbies. Parents that are less tech savvy may struggle to understand their child's successes and progress in online games. It's easier for a live sport when a parent can easily observe and learn alongside the child compared to online games where observation can be difficult and play time is not regularly scheduled.</p> <p>Another aspect of support is preventing a child's hobbies from negatively interfering with their lives. It would not be reasonable to let a child play soccer in a manner that prevents them from accomplishing their homework, so why would it be reasonable to play video games in a manner that impedes similar things. It is challenging to control or even be aware of a child's gaming habits without authoritarian supervision over the computers in the home. A game can be played any time of day for as long as is desired, this can lead to interference between the games and other aspects of a child's life.</p> <p>A product capable of informing parents and their children about the child's gaming habits could go a long way for solving the aforementioned challenges.</p>
Cost Benefit Analysis	
MVP 1)	<p><b>Low Functionality</b></p> <p><u>Costs</u></p> <ul style="list-style-type: none"> <li>-Likelihood of non-completion 5%</li> <li>-Breadth of scope too low, may not demonstrate proof of concept(POC)</li> </ul> <p><u>Benefits</u></p> <ul style="list-style-type: none"> <li>-Likelihood of completion is very high</li> </ul>
MVP 2)	<p><b>Medium Functionality</b></p> <p><u>Costs</u></p> <ul style="list-style-type: none"> <li>-Likelihood of non-completion 20%</li> <li>-Lower-moderate level of functionality, will act as POC but not a thorough demonstration.</li> </ul>

	<u>Benefits</u> -Likelihood of completion is good -Acts as adequate POC
MVP 3)	<b>High Functionality</b> <u>Costs</u> -Possibility of non-completion 50% -Breadth of scope too large for time frame -Great deal of learning required (More so than other options)  <u>Benefits</u> -High level of functionality -Not only a POC but a fully deployable product.
<b>Recommendation</b>	
Upper-medium functionality is recommended as this will be an adequate POC and demonstrate design, planning, execution, and implementation of the product. Many smaller MVP's should be used along the way in order to reach the goal, the goal should not be strictly defined in the spirit of agility but rather user stories should be used to measure success. Each subsequent MVP should be generated upon the completion of the previous MVP.	