Stakeholders Description

The target audience's age ranges from the mid-teens and up. The game's difficulty may vary depending on the level the user begins his/her game. This means we are not restricted to a specific user's ability to play our game.

We would prefer our user to be familiar with similar types of games, but by having tutorials new users would not be alienated by more experienced users. Our game will cater to military ship enthusiasts, since both fictional and historical ships will be available for players to use. AR Battleships will involve customizations that will change both visual and statistical aspects of the player’s ship.