Business Case



Roblox – Make a game.

Business Purpose for doing the project

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| So the client can see the progress of how a team of developers make a Roblox game, and maybe see some issues or challenges that comes up when making a Roblox game. |

Expected Benefits

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| Learning how to make a game, planning the game and organizing a team. Managing a project and satisfying the customer. |

Expected Dis-Benefits

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| None. |

Expected Cost

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| Not applicable for this project. |

Major Risks

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| Not finishing the game which doesn’t help the purpose of this project. We’re overly reliant on everyone making the deadline so we can work together to make a fun project, also affects the progress of the project if the deadline is not met. |