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| Business Goals | Product Goal | User and Their Goals | The Stakeholder | The Risk |  |
| 1. By selling digital copy of video games | 1.User Friendly | 1.Quality Assurance | 1. Secure payment gateways to protect financial transactions. | 1.Account takeover |  |
| 1. By adding different offer | 2.Community management | 2.Cross platform compatibility | 2. Monitor and address piracy and unauthorized distribution. | 2.Malwares and Virus |  |
| 1. By adding triple ‘A’ | 3.Feedback  integration | 3.Game error should be very minimal | 3. Develop a comprehensive business plan showing profitability and growth | 3.Cross site scripting |  |
| 1. By partnership with small company | 4.Diverse game selection | 4.Players should not be disturbed by add | 4. Clear guidelines and support for new developers. | 4.Unusual account activity |  |
| 1. By providing affordable and effective price for game | 4.Regular update | 5.Integrate different Nepali E-banking resources | 5. Tools for tracking performance and understanding user behavior. | 5.Error during download |  |