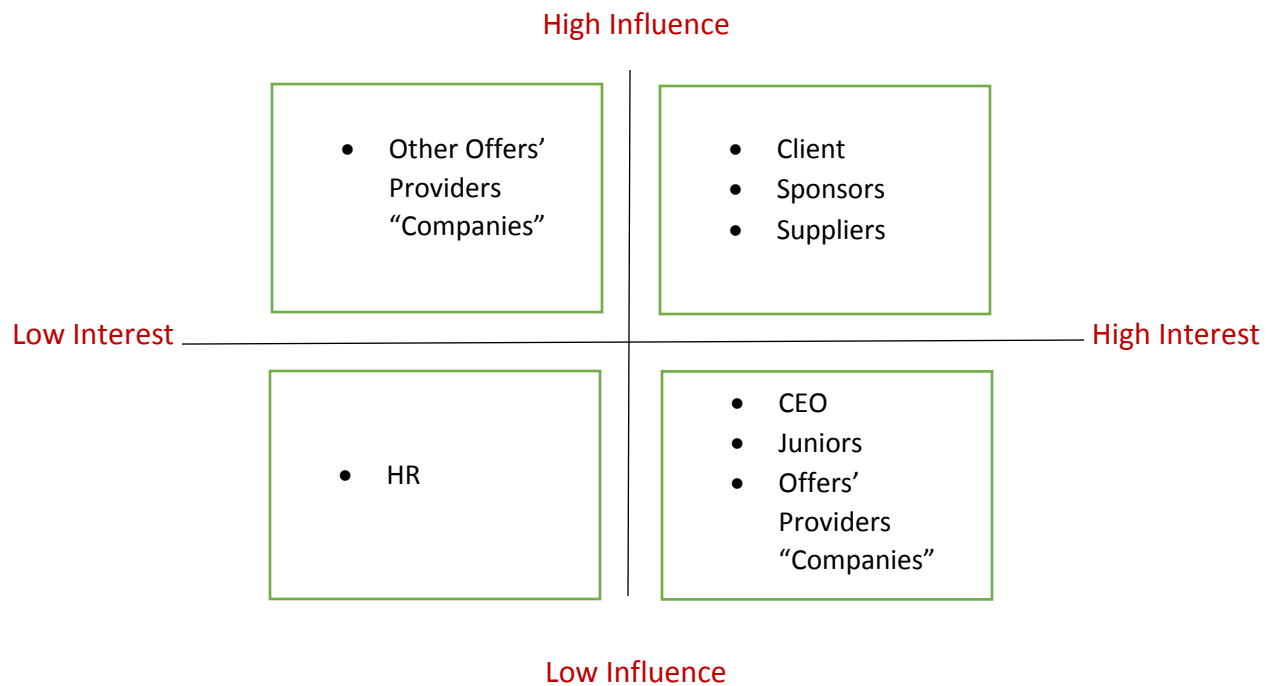# Project Stakeholders:

1. Software Developers
2. Client
3. Suppliers
4. Sponsors
5. CEO
6. Offers' Providers "Companies"

Stakeholders' Management Plan:

High Influence

| Low Interest | | High Interest |

- Other Offers' Providers "Companies"

- Client
- Sponsors
- Suppliers

- HR

- CEO
- Juniors
- Offers' Providers "Companies"

Low Influence

So, After Meeting with Stakeholders we find that:

- Some Offers' Providers Companies are not very interested and want to provide their customers offers on their own on their websites.
- And their of great influence for our mobile application as a well-known brands.

So, We decided to increase their profit as well as their interactions throughout our app so we can move them from low interest to high interest.

Stakeholders' Communication Plan:

Meeting	Focus & Purpose	Content	Frequency
Software Developing	Risk Progress Issues	Risk Progress Issues	Weekly
Client	Reporting Progress	Risk Progress Financials	Bi Weekly
Suppliers	Risk Progress Issues	Progress Deliverables	Bi Weekly
CEO	Progress	Risk Progress	Phase passed
Offers' Providers "Companies"	Updates Offers	Updates Offers	Monthly