

STAKEHOLDER ENGAGEMENT PLAN		
Project Name	Project Valence	
Name	About the Stakeholder	How to Engage the Stakeholder
Tim Macaig	Software engineering professor that has worked in the industry for multiple years. Provides valuable information regarding projects and its weaknesses	Provide information: Provide this stakeholder with our project information so he can give constructive criticism to keep the project in the right path
Adam Tilson	Software engineering professor that has great experience in the gaming industry.	Provide information: Provide this stakeholder with our project information to further develop the project in a usable and engaging way
Users	Anyone that will use the software project	Pay close attention: We want to pay attention to this stakeholder as they are the one that will be using the software so we have to make sure they are engaged and fix any problems they may have
Nicolas Ansell	Software engineering student	Meet requirements: Meet the requirements to make the game
Julian Gonzales	Software engineering student	Meet requirements: Meet the requirements to make the game
Michael Osachoff	Software engineering student	Meet requirements: Meet the requirements to make the game
Cameron Wilson	Software engineering student	Meet requirements: Meet the requirements to make the game