| **STAKEHOLDER ENGAGEMENT PLAN** | | |
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| **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 |