## **Early Project Review**

# **Goal Model**

Is the goal model syntactically correct?

* Mostly.
* Internal influencers are not threats but weaknesses.

Does the goal model contain all relevant goals?

* Some of them are relevant while others are not for example: “Goal: company shall have best IT support” is subjective, very difficult to measure.

Does the goal model include goals on at least three levels (top-goals, sub-goals and sub-sub-goals)?

* Yes.

Does the goal model contain means for all leaf goals?

* Yes.

Does the goal model include adequate influencers?

* Satisfactory.

Are there objectives for all leaf goals?

* Yes.

Are the goals adequately broken down into subgoals?

* Satisfactory but need to rephrase some of the goals for example, “ a lot” and “best IT support”.

Are the lowest level goals sufficiently concrete? Can they be viewed as objectives as defined in BMM?

* Some of them are sufficiently concrete but there are some in need of rephrasing for example the “number of game players shall be large” the sale will be increased.

Are the means adequately broken down?

* Yes.

Has the Five Forces Model been used in an effective way?

* Partially.

Other comments: The goals should be more objective

### **VDML Model**

Is the VDML model syntactically correct?

* Yes.

Are all relevant actors identified?

* Basic actors identified.

Are all relevant value propositions identified?

* Yes.

Are all value propositions described?

* Yes.

Other comments:

### **REA based Conceptual Schema**

Is the conceptual schema syntactically correct?

* No, for example, there are no labels attached to the agents, resources or events.

Are the classes correctly stereotyped?

* No.

Are all relevant agents, resources, and economic events identified?

* There is no labelling for these.

Are dualities handled correctly?

* Yes.

Which exchange processes exist?

* Pay for a game and need a subscription
* Pay for a game and game
* Pay for a game and buy a game
* Buy in equipment and pay for in-game equipment

Which conversion processes exist?

* Not identifiable.

Which structural patterns have been used?

* Knowledge structures
* One to many relations

Which behavioural patterns have been used?

* Not identifiable.

Other comments: