# Stakeholders

* Workshop attendees (end users)
* Clients
* Workshop employees
* Parents of attendees

# User Stories

As a **workshop attendee**, I want to be I want to enjoy playing the game so that I have a good time.

As a **client**, I want to give an interactive app to the attendees so that I inspire future generations to pursue careers in STEM.

As a **workshop employee**, I want to be able to easily explain the app to the attendees so that they can use it independently after the workshop is over.

As a **parent**, I want my kids to figure out if their interests are in STEM so that they can work out their path they want to take in life.

# Functional and Non-Functional Requirements

1. Non-functional, good
2. Functional, good
3. Functional, bad
4. Functional, good
5. Functional, good
6. Non-functional, bad (needs to be broken into parts)
7. Non-functional, bad (needs to be more specific)
8. Non-functional, good
9. Non-functional, good