Actor(s):

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| Stakeholders | Interests |
| Players | Playing the game, saving his gameplays, seeing his high scores and achievements and having fun. |
| Parents | Wants the game to be family friendly, managing parental control over the games their children are playing. |
| Government | Implementing regulations in games, creating laws and restrictions, applying censorship |
| Distributors | Wants to sell the game without complications like regulations or controversies |
| Developers | Wants to know the new games that are in the market, their popularity and their improvement points, so they can develop new similar games or improve them. |
| Media | Distributing the game all over the media, wants to build popularity for the games so the game will have more players. |

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| User | Goals |
| Player | Login, view previous gameplays, view current gameplay, play a new game, view high scores and achievements, change game difficulty, register his username, change game’s colors. |
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