

### Primary Stakeholders

- Players
  - 10 to 14 year olds ← target audience
  - Game needs to be tailored to the target audience, main beneficiary
- Teachers/ educators
  - May use the game as a learning activity
  - Need to consider how to develop the game in a way that allows for easy integration into classroom settings
- Parents / guardians
  - Have an interest in what their children are interacting with, must be suitable that parents and guardians are comfortable
- Developers
  - We are responsible for developing the game and ensuring it is suitable for our target audience and achieves the necessary requirements

### Secondary Stakeholders

- Investors
  - If the game was to be further developed for commercial distribution, potential investors would have an interest
- Educational institutions
  - Potential for the game to be integrated into curriculum at educational institutions