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