Stakeolder Register

Role	Contact	Category	Interest	Influence	Expectations	Common Requirements
Project Sponsor	giovanni_ducati@gmail.com	Internal	🟦	🟦	Optimized and Bug Free Game on Mobile/Tablet	Email and Evercast
Steering and Advisory Committee	kevin_childress@gmail.com	Internal	🟦	🟨	On-time project life cycle	Email and Evercast
Product Manager	thoms_peng@gmail.com	Internal	🟨	🟥	Complete requirements and deadlines on time	Email and Evercast
PMO	fong_hou@gmail.com	Internal	🟨	🟥	Manage Time, Cost and Resources	Frame.io
Game Development Manager	anthony_zoghob@gmail.com	Internal	🟨	🟥	Make sure the port satisfies PC version similarities in an optimum way.	Parsec and ShotGrid
Testing Manager	holly_johnson@gmail.com	Internal	🟨	🟥	Game should not have any bugs, glitches, or unexpected crashes.	Parsec and ShotGrid
QA Manager	nehal_khan@gmail.com	Internal	🟨	🟨	No issues with quality. Keeps up with the image.	Parsec and ShotGrid
General Public	-	External	🟥	🟦	As open beta tester and should have early access to play the game	-
Infrastructure Team Lead	chad_wilson@gmail.com	Internal	🟨	🟨	Game's functionality shouldn't be affected by changes.	Email and Evercast

🟦	Represents moderate level of interest and influence
🟨	Medium level of Interest and Influence
🟥	High level of interest and influence

Frame.io is a cloud-based media collaboration program focused on getting feedback and approvals on creative content, as well as enabling remote collaboration and managing your asset pipelines.

Evercast is a remote collaboration platform that can be your meeting room for brainstorming sessions,

Parsec allows you to control your desktop from anywhere as well as invite collaborators to access your desktop and collaborate with you in real-time.

Shotgrid is a creative collaboration platform specifically designed with the needs of VFX and game creation studios in mind