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| --- | --- | --- |
| Stakeholder | Impact | Priority |
| Player | User of the game, Experience designed around them. | 1 |
| * Gamer | Plays the game – interested mostly in gameplay aspects | [2] |
| * Sports Manager | Plays the game – interested in the realism for simulation purposes | [1] |
| * Sports Player | Plays the game – more interested in the simulation of sporting events, may also play in free time for gameplay aspects | [2] |
| SENG201 Cohort | Interested in the game, will see the game at the demo | 5 |
| Tutors | Help with any project related issues | 4 |
| Lecturers | Interested in the game, see the game at the demo, marking the game | 4 |
| Myself | Developer of the game, invested in development of it, affected by the game (grade) | 3 |
| David | Developer of the game, invested in development of it, affected by the game (grade) | 3 |

Uses:

Set Up the Game:

* Choose a team name
* Select season length
* Purchase starting athletes
* Choose difficulty
* Begin

Play The Main Game:

* View Money, week and remaining weeks
* Go to club:
  + View properties of team
  + View player inventory and item information
* Go to the stadium:
  + View Optional matches
  + Choose match
* Play a Match
* Visit the Market
  + View and Purchase Items and Athletes
* Take a bye (move to next week)

Finish Game:

* All weeks passed