## Business Case and Stakeholders

# Ensight Games asked us to develop a serious game for memorization training. We have decided to focus on young people in this project and make a serious game which will make memory training fun to do, while still being effective. Since young people don’t find traditional memory training funny, we will make a game in which they have to explore labyrinths and find their way around. In those labyrinths, they will encounter several tasks they have to solve in order to progress to next level. Those tasks will the memory training part of the game.

## Project Organization

Our team will consist of two members, Marek and Karolina. We will use SCRUM framework to organize our time during the project. Marek will be the SCRUM master, since he already has experience in being one, and Karolina will be the product owner because she is great at planning and seeing small details which we might not see otherwise.

## Project Risks

There are several risks during this project. One of them is timescale, we will have 20 days to finish a game which might not be enough. Another risk is work, some team members might have less time to attend meetings due having to go to work. We were also asked to make the game for both PC and mobile devices. We have never done mobile game, which could potentially make the project harder than it seems now.

## Timescale

We will make this project in 20 days. Those 20 days will be split into 6 three-day long sprints, with 2 days left for beginning planning and finishing touches.

## Key Deliverables

We will deliver a serious game focused on memory training. This game will be made using Unity 5. The game will run on both PC and mobile platform.