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| **BUSINESS CASE** | |
| **Proposed Project** | Cook of the Wild |
| **Date Produced** | October 17, 2022 |
| **Background** | This project is proposed to support players who wish to do more cooking in their gameplay of Breath of the Wild, as there is no native in-game cookbook or guide to complete recipes and create food. It aims to consolidate known information about ingredients and foods for players conveniently. |
| **Business Need/ Opportunity** | Our goal is to fill in knowledge gaps for players to support their gameplay. There is a known lack of resources in-game for this function, so it creates a niche opportunity for our project. |
| **Options** | - Create project in electronic form  - Create project in non-electronic form  - Do not create project |
| **Cost-Benefit Analysis** | |
| There are no money-affiliated costs associated with this project. However, we anticipate time to be our most valuable resource in this project, and we budget approximately 8hr/wk. We also need to remain somewhat flexible to adjust as needed between project milestones to realize our goals, while also not over-committing a reasonable working of time. | |
| **Recommendation** | |
| It is our recommendation to proceed with the project in its proposed electronic form as it would be more accessible to the users we aim to help, and it would aid in the ease of use and maintenance of the project as a whole. | |