

Stakeholders and Interests

Kids:

- Play an entertaining game.
- Have an activity to do with friends or family (a chance to bond or make new friends).
- Compete with others to win.

Parents:

- Kids can build important skills (math, strategy, patience, social skills). Younger children could learn names of colours and counting squares.
- Family game night/bond with kids.
- A distraction for the kids so they could work/get stuff done.
- (a babysitter, older sibling, or anyone in charge of looking after kids could be interested in distracting kids or bonding with them)

Board game/Can't Stop fans:

- Are able to play the game on a phone or computer when they don't have access to a real board.
- Saves money since they don't need to go buy the whole game (since online games can be cheaper or free).

Game websites:

- More content for their website = more revenue.

Board game companies:

- If more and more games go out of print and are rebooted online there is less demand for real board games and sales decrease.

Psychologists/Researchers:

- Models low stakes gambling/risk taking for kids, could be useful to study how children respond to these things, or any impact it may have on their development.

Teachers:

- Fun classroom activity with an educational value.