

## PROJECT SUMMARY

This project will be based on developing video game that will be featured in lego new york city flagship store.



There will be an enormous physical Lego display of a spaceship, and visitors can step inside the big Lego spaceship to assume controls of a miniature video game panel and the video game lets visitors fly the spaceship through a fake universe.



## Stakeholders(Project team)

Developer: Emmanuel KALISA

Product manager: Lego

Marketer: Lego

third-party collaborators: Visitor

Builders: John, Jane and Ketty from lego

## Goals

It is to build a video game that will let visitors fly the spaceship through a fake lego universe.

## Timeline

Steps	Duration	Date
Project analysis	1 week	January 1
Database structure	1 month	January to February
Coding	4 months	February to June
Testing	2 weeks	June
Solving problems	1 week	June
	<b>Total: 6 months</b>	