**Project Briefing Document**

**Client**: Lego Company

**Project**: Develop Video Game

**Date**: 18/01/2019

**Document version**: 1.0

1. **Summary**

Lego company that build toys decide to develop a video game to be featured in New York city flagship store on key areas where the application of technology, standards and best practice could be of benefit in improving service in the spaceship. This video game will let visitors fly the spaceship through a fake Lego universe.

1. **Stakeholders**
2. Chief Officer: Dr. John Joel

Roles

* Oversees the whole project from start to success of its finish
* Providing all the resources required for the project.

1. Project Manager: Mr. Samuel Johnson

Roles

* Lead the project
* Assign tasks needed to be accomplished within specified time
* Provide feedback to Chief officer and the team

1. Developer: Neema Rajabu

Roles

* Responsible in coding and producing the desired video game product.

1. **Goals**

* To develop a video game that will be featured in New York City flagship
* To market the product by taking more photos within the Lego store
* Reach at least 50 photos of the spaceship on Instagram the first day and at least 50 mentions on Twitter

1. **Timeline**

The whole project duration is 6 months.