HSFC

CO3 – Programing Project

Rose Addison

# Stakeholders

My stakeholder are Seb Roffey, a 17 year old male who has had a lot of previous experience playing computer games. And my other stakeholder is my mum Ann Addison, a 60 year old woman who has very little experience playing computer games prior to the project. My proposed project age range is aiming for ages 10+, with neutral gender. Seb fits the criteria by being interested in games which focus on solving problems and using logic to win. Ann fits the criteria because she is looking for an insight into computer games because she is a therapist for children and is looking for a relatively easy gam which doesn’t rely on quick reflexes and has simple controls and not a complex ‘storyline’. And also because the game doesn’t have any violent themes it fits her needs perfectly. My stakeholders are different genders and ages which helps me get a range of opinions of my game and needs. Seb is interested in the game because he is looking for a game which he can play with his younger brother of age 11, which they can work as a team. Ann is interested because she is looking for a interesting introductory into gaming, which she can play with her clients, and the game takes her though the steps clearly.

Seb will be helpful in helping me achieve a game which has interesting features and is fun to play and challenging enough and keeps the players interested throughout the game and making sure it targets the correct age criteria. Ann because of her limited experience of gaming can point out to me when the game isn’t making sense, where I’ve skipped over because I had thought it was obvious, she will keep the game simple and clear for people who haven’t got experience in gaming. Seb will make use of my program by playing it with his younger brother who will share it with his friends. And Ann will make use of my game through learning how to play computer games with her clients and introducing them to games which doesn’t have a violent them which instead makes the user think though the game and use their brain to win and teamwork to win. Which will help them in building relationships thought something they can relate to and enjoy.