

Stakeholders

Primary

- Dr. Leo Ureel: primary stakeholder and customer. Primary point of contact with the team

Secondary

- Middle school teachers: end user. Will interact with the app at a higher level than the students. They will be able to access students' game data and statistics
- Middle school students: end user. Will interact with the app and play the game on the app. They will be able to access former games and compare statistics

Tertiary

- UX Consultants: involved in critiquing the user experience and interface design
- Student developers: involved in designing and implementing the user interface and experience