1 Game Description

Write down more detailed facts about the game your group has agreed upon. In case your game is not yet a computer game, transform it into a computer game now.

Cover the following areas

- User interface and controls (how to play the game)
- Shortly describe different levels with increasing difficulty
- Name rewards for good actions and punishments for failed user actions
- describe a background story that clearly communicates a goal of the game

Bring a scissor, drawings from magazines, colored paper that is related to your game and which may support you creating a paper prototype.

2 Roles & Stakeholder

An inventory management (Lagerverwaltung / Inventar) system for ALDI markets is to be modeled. Create a list of stakeholders that may be affected by such a system or the development of such a system.