Major risks that concern the creation of proper game within the allocated time is the group’s experience with the provided game-developing software such as Unity, GDevelop, and Indie Game Maker.

This inexperience with this development tool may lead to an increase in overall downtime for the development of the game, possible leading to an unfinished or unpolished game.

In addition to the concern regarding the group’s experience, it may also lead to an increased abundance of bugs that may be to hard to solve and fix by the development team, as such this could severely cut the amount of time that can be dedicated to the production of levels and design of the overall game.

Aside from the main issue of experience with software, a specific risk may be the large number of levels of twenty which may cause levels to become repetitive for both the developer and consumer, or may be difficult to create within a specific timeframe, thus could ultimately lead to the developer to become uninterested, unmotivated or overly stressed by the workload.