

## 5. Risk Assessment and Mitigation

Team 10 | YorkKorsairs

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ID	Type	Description	Consequences	Monitoring	Likelihood	Severity	Mitigation	Owner
R2	Product	ship not enough or too challenging	Game may not be enjoyable	implemented until assignment 2	M	M	Player test gameplay and adjust parameters	Alexander
R3	Technology	AI decision making too slow to be convincing	Game may not be enjoyable	not currently happening	L	M	Fake AI via scripted interaction	Alexander
R4	Technology	Physics engine being unstable	Player and projectiles may not interact with the other elements in the program correctly.	not currently happening	M	M	Make it difficult to get into an unstable situation	Alexander
R6	Technology	Cost of high res textures cause high loading time	Game may have a large loading time, which may cause the user to think the program is broken	not currently happening	L	L	Minimal resources are loaded (possibly on another thread) or compression used	Alexander
R7	Technology	Large maps and complex algorithms cause low fps	Game is harder to run on low specification computers	not currently happening	M	H	Optimisation Frustrum culling more simple AIs	Alexander
R8	Technology	Rendering during movement may stutter/lag/flicker	Graphics look slightly worse than they would if you pay close attention	not currently happening	L	L	Cry in a pillow, curse the gods, switch code to Unity	Alexander
R11	Technology	Tile map rounding error causing visual artifacts	The game runs without any errors, but a lot of visual artifacts	not currently happening	H	M	pad texture atlas that is used for the tile map	Alexander
R12	Product	AI not being as advanced as it could be	The AI is either too good or bad. Making the gameplay worse for the user.	not currently happening	M	L	Fake AI via scripted interaction	Alexander
R14	Estimation	The team misjudges how long different tasks will take	The deadline is missed or the work is of a lower quality	not currently happening	M	H	The team will work together closely to make sure everyone is working at a good speed and encourage others to keep working.	All
R15	People	Bad team communication	Elements of the project may not be done and others duplicated	not currently happening	M	H	The team will ensure that they update the Trello and communicate their progress regularly	All