

## **5. Risk Assessment and Mitigation**

### **Group 11 - 11 Musketeers**

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### Introducing the risk format

- We have used a table for the risk assessment containing headers of ID, Type, the description of risk, Likelihood, Severity, Mitigation and Owner.
  - We have assigned IDs because it allows us to identify each risk with a unique code which can be filtered out easier and referred to in a more specific way.
  - The type of risk describes the categories of each risk where it belongs, such as the implementation of the code that belongs under the product category as it is used for the game.
  - The likelihood displays the chance of the risk happening and the severity displays how bad the consequences could be anticipated to be. Both of these together will allow us to prepare ourselves for future events that could happen and also to remind us that we should avoid these consequences as much as we can when severe risks are likely .
  - The mitigation is to give us a way to avoid these risks that happened during our work.
  - Owner is the lead team member assigned to the task or in the case where the risk is non-task specific the owner will be specified as team.
- Below is a colour format that can be used with the risk table:

Likelihood	Severity
L- Low	L- Low
M- Moderate	M- Moderate
H- High	H- High

### Risk Assessment Table

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	Project delayed due to other assessment during the term	M	M	Have a good study plan to manage both project and studies	Team
R2	Project	The lead role or someone on our team is too busy at a certain time	M	H	Have two or more people working on the section	Tom
R3	Product and project	Product is delayed due to holiday	H	H	Adjust the plan to fit the holiday	Team
R4	Technology	Tool bugs	M	H	Take extra time to solve the bug issue	Harry
R5	Product	The game exits after one playthrough	H	L	Have a restart button without needing to restart the game	Harry
R6	Product	Game crashes due to unknown bug once submitted to the customer	H	H	Ensure the code and game is thoroughly play tested and reviewed before submission.	Harry
R7	Technology	Team needs to get familiar with libgdx	H	M	Spend a bit of time to learn libgdx using the internet	Harry
R8	Technology	The code can't be uploaded properly to git	H	M	Have a version control systems in place when uploading code	Harry
R9	Project	Communication between members is not frequent	L	H	Have fixed dates for a team call to discuss progress of the project	Team
R10	Project	Important files are not backed up and saved in only one machine	L	H	The files are uploaded to cloud and a shared drive	Team

					where everyone can access it	
R11	Project	Team members may have different ideas which can cause a conflict	L	M	Have a common ground and discussion on ideas given and decide what is best for the project	Brendan
R12	Project	An old Java version is used for coding	L	M	Find a newer version that supports our coding functions	Harry
R13	Project	No internal documentation was written during customer	L	H	Record meetings or writing key points on a shared document	Brendan and Osama
R14	Technology	Our communication method that we agreed on doesn't work anymore	L	H	Find an alternative way of communication such as Zoom	Brendan
R15	Technology	There is a power cut	L	H	Wait for the power to turn on to resume work	N/A
R16	Project	Have to pay for conversion to pdf	M	H	Search a free converter on the internet or pay for Adobe	Brendan
R17	Project	Team members become ill and therefore unable to work on the project for an extended period of time.	H	H	Ensure there are 2 or more people on each task, and that there is a sufficient period of time which can be used to fall back on to.	Team