Risks

Daniel notes / draft / brainstorm space (working on with Channon and Adam)

\*Daniel - reading A2 feedback - starting work now - will have something for review in a few days after meeting 3

From spec:

*What risks can you identify for your project?*

*There will always be some generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes).*

*Do not include generic risks such as these.*

*The idea is to be as specific as you can to your project.*

*For example, if your topic is to develop a game, there may be a risk that the software you choose to work with may be very difficult to learn, poorly documented, or not turn out to have the features that it claims it has.*

*These properties are often only discovered once you have started working with the software, and so unless you have had lots of experience with the particular tool, there is always a risk that it may not work as well as you believe it should, no matter how much prior research you do.*

*Similar comments apply to hardware.*