Risk ID	Category	Description	Likelihood (1-3)	Impact	Risk Severity (1-3)	Risk Factor (Likelihood * Severity)	Prevention Strategies	Mitigation
1	Design	There is a change in requirements by the end user	3	Could affect the whole design of the project	2	6	Agile principles are being used to reduce the effect of a requirements change on the rest of the project.	Try to implement the requirement, but if need come to compromise, allowing for the requirement as much as possible.
2	Design & Technical	Time estimates are inacurate and deadlines are not met	2	Failure to meet deadline delaying other areas of the project and potential deterioration of design quality	3	6	Make sure deadlines allow extra time and include time for any catching up in the schedule	If the whole team misses a deadline they must work as quick as possible to finish still producing quality product. The design has to be questioned to see if it is implementable in the time frame
3	Personnel	Stakeholder conflict - disagreement between stakeholders	3	Disturbed development process	2	6	All conflicts are sorted as quickly as possible with minimum impact on the rest of the development	A smooth decision making process should be in place to resolve any conflicts and help avoid any further disagreements later in development
6	Technical	Software library issues	3	Time spent searching for a replacement for the library/ the code used from there	2	6	Ensure all libraries are tested before implementing them into the code	Have an alternative method/library to implement the section of code as backup
4	Design	Requirements are not complete	2	If not dealt with during design, may have a project missing features that the client wanted that have not been discussed	2	4	Have multiple meetings with the client regarding the requirements until both sides are completely happy.	If discovered later in the project that a requirement is missing, treat it as a requirement change and try to implement it as close as possible.
5	Design	Requirements are not achievable	2	Team could spend time attempting to implement a requirement that is impossible, affecting the schedule. Client might feel that the project is incomplete.	2	4	Make sure all requirements are objective and there is a method in place to make sure they have been met	Discuss with client and compromise its removal or discuss a new requirement which is achievable to replace the previous.
7	Design	Requirements are ambiguous	2	Time spent outlining the requirement(s) at a later date	2	4	Ensure all reqirements are clear, concise and objective	The team discuss how to make the requirement unambiguous, getting input from the client/other stakeholders if necessary
8	Personnel	A team member is ill and falls behind on their work	2	Reduced team progress. Other team members might have to pick up their work	3	6	All team members know what each other member is doing and all work is saved in an accessible place.	The other member of the sub-group must help them on their section. If it is too much work for one person, then the rest of the group shall help out.

Risk ID	Category	Description	Likelihood (1-3)	Impact	Risk Severity (1-3)	Risk Factor (Likelihood * Severity)	Prevention Strategies	Mitigation
9	Personnel & Technical	Sub-groups do not perform to the same standard	2	One sub-group might produce inferior work in their section, reducing the quality of the whole project	2	4	Sub-groups will be balanced in terms of skills and commitment. Reviews take place when work is ready to check the standard	In a review, if a subgroup is found to be producing sub-standard work, the review leader must explain to them what needs to be done and offer any help. The group will be given another deadline to meet with an update which again shall be reviewed.
10	Design	Misunderstood requirements	2	Time must be taken clarifying the requirements and doing any required design	2	4	Ensure every stakeholder is clear on the requirements before implementation	The requirement must be clarified and then the clear requirement should be implemented
11	Personnel	A team member leaves the team	1	Higher workload for the remaining team members	3	3	All work is spread out evenly between the rest of the team and all members know what another is doing.	The member's work should be be shared out between the remaining team fairly.
12	Personnel	Communication breakdown within the team	3	Agile method efficiency reduced. Project could come to a halt	3	9	Have scrum meetings often and Reviews whenever artefacts are ready	Emergency team meeting to discuss where each member is with their work and a review of the current communication system in place.
13	Personnel	Stakeholders become disengaged	1	Project progress reduced, at risk of coming to stand still	3	3	Ensure all stakeholders are clear on their role and the expectations of them. As soon as a problem may arise deal with it immediately with a meeting.	Emergency team meeting to discuss why this has occurred and how to get the stakeholders back engaged in the project
14	Techical	Compatibility issues between team member's codes	3	Error when merging the codes on the VCS	1	3	Ensure code-writers stick to the class diagrams, naming methods and variables correctly.	If error occurs, the writers solve the conflicts using Github's error system.
15	Design	Design is not acheivable/maintainable	1	Delay whilst redesigning the project. Ensure that the principles are met in the new design but that it is also more practical to implement	2	2	Ensure all stakeholders are happy with the design throughout and that it is viable	Remove any unnecessary/complicated features that are causing issues. If needed replace them with more viable options which still meet the requirements.

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	16	Personnel	Communication breakdown with client(s)	1	Project may start to deviate from client's vision	2	2	Have regular communication with clients, updating them on the status of the project. This can be via email or face to face meetings	Call a face-to-face meeting with the client as soon as possible to discuss the project and how the breakdown has occurred.
	17	Personnel	A team member misses meetings and has a vital piece of work	2	Stop the team from progressing in that area	1	2	All documentation work is saved on google drive and all code on Github, using decentralised git, therefore all team members can access it without relying on another person	Retrieve work from google drive or latest backup if it has not been saved correctly.
	18	Technical	Issues with VCS system or Github	2	Cannot assess or upload the project for others to use	1	2	Have a backup way to collaborate the project which does not involve Github	Use the backup system indefinitely until Github is ready to be used again
	19	Personnel & Technical	Team members lack skills to do their role	2	Delay in progress until another team member can help or that team member learns the skills	1	2	Make sure each team member is happy with their role and they understand what they have to do.	Team members should ask for any help if they need it. If no-one can provide help from within the team the member should use other resources eg Lectures/Internet tutorials.
	20	Personnel	Team members do not work together effectively	1	Reduced productivity and potential conflicts	1	1	Ensure sub-groups within team work effectively together. Resolve any conflicts that arise immediately.	Emergency meeting to discuss any issues between the group and to deal with them in a professional manner. Adjustment to sub-groups if necessary.
	21	Technical	Behaviour scripts detach from Game objects during file merging using Git	3	Some developers versions of the game may not function properly	2	6	Ensure meta files are kept between git merges	Keep track of which Game Objects use which scripts. Developer who is working on that section should help with any missing items
	22	Design	We infringe a copyright from materials or assets we use in our game	2	We are unable to use that asset	3	6	Whoever is searching for the asset must check that it is royalty free and can be used before it is put into the game	If an asset is found to be under copyright, remove it immediately from all versions of the game, then replace it with a copyright-free one
	23	Technical	Issues with checking out branches in Git	3	Delayed work and merges	2	6	Ensure that any errors in the branch are fixed before pushing to another.	Open on one computer and fix all of the errors before anyone else makes changes using that build
		Updated for assessment 1							