Team	Static Light Studio
Risk plan for project	Sketch Jets
Team Members	Benjamin Lovegrove, Daniel Ackroyd, Stewart Coates, Gary Reid, Tang Wilson, Kyle O'Flynn

Risks to Game Quality

Risk	Probability	Impact	Actions
Very short project duration leading to scope creep, rushed work or incomplete work.	**0.7**	**0.7**	Create a complete project schedule with a critical path that has some room to move prior to completion date. To be completed for the Project Documentation due week 6. All scope additions must be agreed upon and added to the schedule.
Buggy submission due to lack of time and testing.	0.3	**0.7**	Create a QA test plan to be submitted in week 10 or sooner if majority of functionality is implemented early.
Subpar work submitted by team members for any reason.	0.2	0.5	Work together and keep updated on team members progress in weekly classes. Where items need work assist if possible or redistribute work to ease team member workload.

Risks to Production Processes

Risk	Probability	Impact	Actions
Absent team members during classes or meetings. (More than the standard amount)	**0.9**	0.4	Keep in contact with absent team member during meetings and exchange work progress updates and advise of any changes to the game or plan. If absent team members work is falling behind schedule redistribute work to ease workload. If team member is consistantly absent notify Tony and redistribute work.
Loss of work for any reason (computer death, loss of USB/Ext HD, overwriting, etc.)	0.3	**0.8**	Implement version control plan and software from first version.
Difference of opinions or ideas. In relation to the game, project management, software choice, or any other factor.	**0.7**	0.2	Identify differences early and discuss with entire group until a majority decision is made and everyone is atleast somewhat happy. Can be discussed in facebook group for minor issues or brought to the next team meeting for major issues.