

Bermuda Digital Entertainment (Team 7)

Risk Assessment

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Risk Format and Level of detail.

With the risk assessment, we decided to use a tabular format, as specified in the assessment description. We felt this is the easiest way to represent a risk assessment. The risk assessment has 4 categories which comprises of potential risks, likelihood of the risks occurring, risk impact on the group and the overall project in general and mitigation. We also made use of colour coding in order to make it easier to read/understand.

Regarding the level of detail, we did not feel too much detail was needed, as there are not that many risks involved with this assessment, as this is more of an amateur game being developed and most of the risks are easy to explain and understand without need for greater detail. For each risk we included a brief description.

Potential Risks?	Likelihood	Risk Impact	Mitigation
Team member is too sick to work on the project	Unlikely	Moderate	All files are already on a shared drive making it easy to allocate to someone else
Team member drops out of the group	Unlikely	Heavy	All files are already on a shared drive making it easy to allocate to someone else
Some code for the game on Github gets accidentally deleted	Unlikely	Moderate	Files on Github can be restored within a 90 day period
The whole organization for the group on Github gets deleted	Very Unlikely	Heavy	It is quite hard to delete organizations accidentally, which makes it more unlikely. The code is also on multiple members computers locally which minimises the risk of lost code.
A member's computer stops working and they lose what they have been working on.	Unlikely	Moderate	Members are asked to upload their work to the drive and commit to github regularly so that the amount of work lost is minimised.