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| Week | Activities & Estimates | Outputs | Status | Comments |
| 1 | Thinking of Project Idea. -1 Hour | Idea in my head for Final year Project | Finished |  |
| 2 | Begin Write up of Project Plan. -1 Hour | Initial Ideas for Project documented. | Finished |  |
| 3 | Complete Initial Project Plan. -1 Hour | Finished Initial Project Plan | Finished | 1- Page |
| 4 | Complete draft of FYP with: Research Area, Research Question and begin Literature Review for Project. -3 Hours | Slides for interim Review, Draft DYP document | Finished | 2-3 pages 2 slide PowerPoint |
| 5 | -Lit Review: Continue Working on.  -Outlining Future Lit Review Headings.  -Risk Analysis in Table format. -5 Hours | FYP document expanded, more headings for lit review, risk analysis table. | In progress | 3-4 pages |
| 6 |  |  | Not started |  |
| 7 |  |  | Not started |  |
| 8 |  |  | Not started |  |
| 9 |  |  | Not started |  |
| 10 |  |  | Not started |  |
| 11 |  |  | Not started |  |
| 12 |  |  | Not started |  |
| 13 |  |  | Not started |  |

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| Risk Description | Impact (High, Med, Low) | Likelihood (High, Med, Low) | Prevention Activity | Plan of Action |  |
| Splatting Algorithm Complexity: As the Point cloud data gets more complex the rendering can slow down. | Medium | Medium | Optimize point cloud performance | Review rendering techniques in Unity and Unreal to optimize splat rendering. performance testing |  |
| Implementation Errors: Bugs during training and rendering can cause issues later in splat editing and rendering. | High | Medium | Thorough testing and debugging throughout point cloud training and rendering process. | Implement a testing framework to verify accurate training of splats. | Technical Risks |
| Compatibility Issues: The point cloud data and splat rendering may not integrate well with existing rendering techniques. | Medium | Medium | Ensure compatibility with existing 3D rendering technologies. | Perform integration testing early. |  |
| Data Quality: Poor quality image captures can lead to inaccurate point cloud data and inaccurate splat representation. | High | Medium | Use high-quality camera equipment to ensure best results later in the rendering and editing process. | Use high quality image capturing methods/ equipment. Verify captures early before the issues trickle down later in the development process. | Data Risks |
| Data Availability: Sourcing high quality and a variety of image captures may be difficult. | Medium | Medium | Source sufficient and relevant video footage/ image sets | Create a plan for capturing different image sets and video for the best variety of content. |  |
| Literature Gaps: Missing key findings in existing research may hinder quality of my research | Medium | Low | Conduct a comprehensive literature review. | Identify key findings and integrate them where applicable. | Research Risks |
| Innovative Methods: Utilising a relatively new method like gaussian splatting that is still evolving can lead to outdated findings. | High | Medium | Stay updated with latest research throughout project development | Regularly review emerging techniques and gaussian splat processes. |  |
| Time Constraints: There is a lot of research to do and processes to test to thoroughly investigate Gaussian Splatting. | High | High | Create a project timeline | Monitor progress and adjust timeline as needed to ensure project progress is on time. | Project Management Risks |
| Resource Availability: Will require access to a variety of software, literature and hardware. | High | Medium | Ensure access to necessary resources | Secure resources early and have backup options |  |
| Comparative Analysis: Ensuring any comparisons between Gaussian splatting and other photogrammetry methods are fair and accurate. | Medium | Low | Define clear comparison criteria. | Conduct thorough and fair comparisons | Validation Risks |
| Experimental Reproducibility: Ensuring my work done is reproduceable for myself and others. | Medium | Medium | Maintain detailed documentation of my methods. | Ensure methods are transparent and can be replicated. |  |
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