Risk Assessment and Mitigation

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5A: Justification of Risk Format

We have taken various risks that may occur and given them a likelihood that ranges between low to medium to high. The impact is in reference to how much of a problem this would actually be in the larger picture of the project as a whole. The rating for impact is also low to medium to high. With each risk we note down how we would minimise the impact instead of outright preventing it.

The way we have decided to approach the risk assessment is through a table of values showing, Type, Description, Likelihood, impact and how to mitigate said risk. We found that this was the easiest way to represent the risks in a moderate amount of detail that would be easy to understand.

The risks can be referenced through ID and each risk has its own row making them easy to follow and differentiate. Due to it being in a table format the level of detail isn't high which is a good thing as it does not over complicate the risk itself making it hard to read. This is shown in the description box and further emphasised in the mitigation box as the mitigation provides to the point ways of preventing said risk. The likelihood and impact columns help us to determine which ones to look out for and how likely they will be, looking out for high impact and expecting high likelihood risks.

5B: Risk Assessment Table

ID	Type	Description	Likelihood	Impact	Mitigation	Owner
R1	Technology	LIBgdx not compatible with game design(can't introduce specific game feature)	Low	High	We simplify game mechanics to fit our LIBgdx capabilities	Fraser
R2	Project	One or more members of the project don't make the meeting(s)	High	Low	Fill anyone who missed out on anything post meeting and balance out workload between those who made it	Kurtas
R3	Product	The game is too difficult for the expected user	Medium	Medium	Provide different difficulty levels that the player can choose from	Sarah
R4	Technology	Issues with using gradle to set up LIBgdx projects	Medium	Low	Members of the team who managed to set up LIBgdx projects successfully can assist members who have issues	Finley
R5	Project	Problems regarding time. We may struggle to finish intended tasks within the time limit	High	Medium	Focus on finishing the key tasks that have the highest priority	Yupeng
R6	Project	Yupeng's 7 hour time difference will cause problems with communication and organisation	High	Low	When possible try to find reasonable tasks and assign work for him after meetings.	Will
R7	Product	One or more of the infiltrators' abilities is confusing for a player who has just started the game	Low	Medium	Brief description of each ability is available in the game menu	Fraser

R8	Product	The ship is too difficult to navigate(due to size of map or room layout) for user	Medium	Medium	A map with the names of each room and location of Auber is always available to user	Kurtas
R9	Technology	LIBgdx runs poorly on low end hardware	Low	High	Test the product on low end hardware and make graphical and gameplay tradeoffs to improve performance.	Finley
R10	Product	The game takes too long to finish/ complete.	Medium	High	User has the ability to change settings (speed, number of infiltrators, etc)	Sarah
R11	Product	The characters/ setting look unappealing to the user	Medium	Low	Prioritise on making the presentation clear and easy to understand rather than the aesthetic of it	Finley
R12	Product	Sound/music is irritating and/or unnecessary in the overall design of the game	Low	Low	Users can decrease the volume of the game or mute the sound all together.	Will
R13	Technology	Our main source of communication (discord) may go down due to faulty servers	Medium	Low	Have a second form of communication (eg snapchat, email, facebook)	Yupeng