Free 2 play game

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Global sight

Please find in the present files a documentation of the risks that contains our project. You will also find a listing of the impacts and the solutions imagined to counter the risks.

The risks are ranked from the highest possibility to happen to the lowest.

From red (highest probability), orange (medium probability), green (low probability)

Goals

1. Identify the risks
2. Anticipate or avoid the risks

Summary

The technical risks

Risks	Impact	Solutions
Lack of space on the drive sharing software	The game development must be stopped	- Use Unity Collab
Technical issues with the drive sharing software	The game development must be stopped	- Take more time to study the software
UI has difficulties to fit the screen sizes	The jury could not play the game in good conditions	- Test different build settings on different device
Incompatibility with the platform's device	The game cannot be played by the jury	- Test different build settings on different device
Game requiring too much power	The jury could not play the game in good conditions	- Remove assets, optimize the game
Difficulties with the programming part of the game	Milestone deadlines could be exceeded	- Use a visual scripting tool (Playmaker)
The gameplay contains too many bugs/errors	The jury could not play the game in good conditions	- Make a bug report after every playtests and fix them
The technical member's hardware cannot launch the engine	Milestone deadlines could be exceeded	- Switch role with another team member
The internet connection of a team member shuts down	Milestone deadlines could be exceeded	- Assign his tasks to another member
The hardware of a team member shuts down	Milestone deadlines could be exceeded	- Assign his tasks to another member
Possibility of losing every data	The technical development of the game must be restarted from the beginning	- Make local saves of the project

The gameplay risks

Risks	Impact	Solutions
Gameplay involving too much programming	Game programmer overworking, reduce morale and energy	- Design a simple gameplay, ask programmer for review
Gameplay involving too much assets	Artists overworking, reduce morale and energy	- Ask Artists for review
Game design process exceeds the deadline	Milestone for game development reduced	- Update the milestones
Game scope contains too much expectations	Milestones could not be reached in times	- Ask teachers for review, reduce the scope
The artists exceeds the delivery deadline for the assets	Lack of polishing	- Use the existing assets and modify them

Resources risks

In the shape of our project, our team does not rely on the usage of economical resources, thus we only rely on the time and energy resources.

Risks	Impact	Solutions
Milestones exceeds our intern deadlines	The game could not be delivered in times	- Update the milestones

Human resources risks

Risks	Impact	Solutions
The technical programmer has too much work for a single person	Loss of morale and energy, development slow down	- Assign some programming tasks to another member
The artists needs to prioritize another project	Assets creation slow down	- Use online free assets
Team members go in vacations	Milestones could not be reached in times	- Assign the work to another member

Legal risks

Risks	Impact	Solutions
The assets used are under a copyrighted protection	The game could not be released online	- Check the assets license, use the free ones
The team members and artists are not credited	They may complain to the school, project slow down	- Credit the artists
The team spend too much time on the project	Loss of energy, morale, scope	- Establish a balanced working schedule, weekly goals

Organization risks

Risks	Impact	Solutions
A teacher gives a new project expected to be delivered soon	Team focus on another project	- Pause the game development, update milestones
The team cannot reach the milestones deadlines	The game could not be delivered on time	- Update the milestones
A team member becomes sick	The game development slow down	- Assign his tasks to another member
The main parts of the milestones rely on a single team member	The development relies on a single person, increase risks of being late	- Redistribute the tasks

Others

Risks	Impact	Solutions
The presentation milestone cannot be reached in time	The presentation will give a biased point of view	- Every team members focus on the presentation