Risk	Probability of occuring	Total loss if happen(hours)	Risk exsposer	Counter measure	Cost of fix(hours)	New probability of occuring	New total loss	Risk Exposure	RRL
group members sick/cant work on project for	80%	5	4	have extra time across the semister to pick up work	1	80%	2	1.6	3.4
project running behind plan	40%	10	4	drop items from the plan	0.1	20%	0.1	0.02	99.8
version confution	5%	1	0.05	Everyone using branchs for new games only merge at the end	1	2.50%	0.25	0.00625	0.99375
Unequal Contribution	20%	10	2	lay out a pre planned section for each group member so we know what each is requred to do each group member should have x simple games and 1-2 moderate games, we will all help on the hard games	1	10%	1.5	0.15	9.85
Reduced total group work capacity due to complicaiton with group member	10%	5	0.5	Pre-organise time in each members schedule to pick up on extra work if need be	2	5%	5	0.25	2.375
Messy Code	30%	10	3	put in place style rules/formmting rules	2	5%	1	0.05	4.975
team collab	30%			predifine what everone will be doing and when we must work as a group, we are all working together helping with ideas but only 1 person coding	2				
inadequate testing	60%	4	2.4	have predifined test cases, allow each other to test each others code	2	20%	1	0.2	1.9
Technical Difficulties/ low knowlage of the codeing language time managment	70%	10	7	research the code lang and get confortable with ti by making simple games first	8	30%	3	0.9	1.1375
	80%	10	8	have a ghannt or peret chart kayed out so we have self set deadlines for games so that we know where we are ment to be at	1	30%	5	1.5	8.5
everones flat buring down	0.01%	100	0.005	sprinklers	300	0.0005	50	0.025	0.33325
			0	·				0	
			0					0	
			0					0	
			0					0	#DIV/0!
			0					0	#DIV/0!
			0					0	#DIV/0!