

Risk Management Plan for 2D Platform Game

Version 1

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February 23, 2023

Revision History

| Version | Description | Date |
| --- | --- | --- |
| 1.0 | First Revision | 2/25/2023 |
| 1.5 | Update with new environments and better descriptions | 3/14/2023 |

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# Introduction

This document lists the project risks associated with the 2D Platform Game project, and the plan for addressing each risk. This document will be updated during the course of the project when the status or plan changes for existing risks, or when new risks are identified.

# Risk Register

| Risk # | Description | Approach  (Avoid, Contain, Mitigate, Evade) | Plan | Status  (Open, Closed) |
| --- | --- | --- | --- | --- |
| 1 | People : People do get sick and some coders are weaker than others so production could be slowed down. | Mitigate | Everyone’s work will be peer reviewed that way if they fall behind a week, someone else can help out. We are also expected to be complete 2 weeks prior to the deadline in order to compensate for any “hick-ups.” If you fall behind, let other members know. | Open |
| 2 | Coding issues either with poorly written code or code that does not work | Contain | We will set aside time to fix bugs and offer assistance to each other when one of us gets stuck. Our goal is to finish the project 2 weeks before the due date so that we can polish all the details of our project. | Open |
| 3 | Unmet expectations: We would like to include multiple levels and a storyline etc. | Evade | These features are bonus/extra if time allows. If not, they can be left out and we’ll just stick to minimum working software. | Open |
| 4 | Aggressive Deadline | Avoid | We will set a soft deadline (approximately two weeks) before the official project deadline. We have a lot of work to do between the game code, design, and web-page implementation. This two week deadline will give us time to debug and correct any issues with our project. | Open |
| 5 | Poor Risk Management : Some risks may occur that we cannot foresee. | Avoid | We want to be able to launch our game 2 weeks prior to our deadline in case these risks do occur. Plan risks extensively to try and cover all risks. | Open |
| 6 | Low productivity | Mitigate | We will have a list of tasks with a due date so that productivity can be monitored and if someone falls behind they will be held accountable | Open |
| 7 | Software incompatibility: if a chosen software/tool does not function with another | Mitigate Avoid | Change either of the incompatible softwares to work with the other. We’ll do research beforehand to make sure that the software and tools we choose are compatible. | Open |
| 8 | Stakeholder Issue : “Stakeholder” being Mr. Davis. He could add certain aspects throughout the class that could change what we need to add to our project. | Mitigate | Plan to finish 2 weeks prior to the deadline to give us time to add unforeseen additions. | Open |
| 9 | Unfamiliar environment: we have never done a project like this so we will be learning as we go. | Contain | We will constantly be researching how to effectively accomplish the tasks needed to build our game. This may include instructional videos or tutorials on youtube about game development | Open |
| 10 | Schedule : We need a time to share information and touch base with everyone. | Contain | We will meet in our break every Tuesday / Thursday as needed to exchange information and catch everyone up. | Closed |
| 11 | New Language : MySql utilizes PHP in order to run on a webpage with credentials. | Contain | Spend time learning how to write in PHP and link it to mySQL before we can launch our front login page. | Open |
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