

Technical Problem Analysis

1. Large team size could risk leaks. This could harm the business as it could result in rival businesses obtaining company secrets and stealing our ideas. It could also put employee's safety at risk if their details are leaked.
2. Large team size could have poor communication/disputes. This could impact business and morale, as employees involved in disputes will have low moods, which will impact their performance.
3. Moving into console development may require extra training and purchasing of a devkit. This will impact the business as both issues will cost the company a portion of available funds.
4. Moving offices may be costly, moving expensive equipment and sensitive data (risk of loss). This will impact the business as expensive equipment getting broken will cost the company a portion of available funds. Important data getting lost could be particularly detrimental as it would cost a lot of time and money to get it back.
5. Large team size would increase internet bandwidth. This would result in slower upload and download speeds, wasting company time.

Action Plan

To remedy the outlined issues, several measures with need to be taken to ensure that all care is being taken to avoid any problems occurring. To prevent any leaks, all employees must have thorough background checks taken. To avoid poor communication and disputes, team building exercises will be routinely available for employees to take part in. If moving into console development requires extra training, a budget and time will need to be set aside to account for this. The cost of a devkit will also need to be taken into consideration for that budget. Before moving offices, an insurance plan will need to be evaluated to cover the cost of any potential damages. To counter increased internet bandwidth from a larger team size, a new internet plan will need to be evaluated.