Exercise 10.5

A) This could be a high risk problem depending on how vast in difference the new features are. We could tinker with the mobile app and try to ensure we use those features. Time will be lost one way or another. If the differences from old to new aren’t too intricate we could tinker with our own product and keep up with the changes. However if the changes are quite vast we might have to change the core mechanic and that could take up way too much time. I would ask for an extension on the product to keep up with the new changes with the MOS. However if we had any prior knowledge to the new features we could have been a bit more prepared and discussed time management. Too many variables that can change this outcome just depending on more detail of what changed, how much time we had, etc.

B) Well here again it depends really if its high risk or low risk. You could potentially find another graphic artist who could assimilate the previous designer’s graphics and content to continue the work which could be considered low risk or you will have to find a new Artist who will have to design everything all over again which will put your time management off track and you would probably not have the product completed by the deadline, High risk.

C) HIGH RISK if your programmer’s aren’t responsible enough to come into work and finish a project that they have been working on already for 5 months and they can easily throw away responsibility money and many other factors at a whims notice just because another game has come out then your project is fucked and these people would not only lose their jobs but also be flagged as irresponsible adults and probably won’t find another job in the gaming industry since their reliability has been proven to be horrendous. Project ends, companies dies, and good luck on trying to get a new job from other companies. They would just laugh at you for ridiculous decision on just dropping a project. Good luck on that.