

# Top 10 Risks

## Motion Sickness

Motion sickness occurs because of slow refresh rate, poor resolution, and visual vestibular mismatch.

Probability:

Moderate

Impact:

Moderate

Priority:

Significant

## Unity License

Accidental edit between education and personal version.

Probability:

Moderate

Impact:

Significant

Priority:

Significant

## Eye strain

Eye strain may occur from too much exposure to HEV (high energy light) for long period of time.

Probability:

Minor

Impact:

Significant

Priority:

Moderate

## Data Corruption

Files become suddenly inoperable or unusable.

Probability:

Minor

Impact:

Significant

Priority:

Moderate

## Due Date

Miss Due date, and approaches deadline with too many tasks.

Probability:

Moderate

Impact:

Significant

Priority:

Significant

## Physical Injuries

Physical Injuries in VR can occur from bad frame rate, no visual representation of the user's arm in VR, uneven or messy surrounding.

Probability:

Minor

Impact:

Significant

Priority:

Moderate

## Headset Damage

Accidental drops occur during programming and user testing session.

Probability:

Minor

Impact:

Significant

Priority:

Moderate

## Continuous Integration

Releasing Code with errors, or with testing functions still inside.

Probability:

Minor

Impact:

Moderate

Priority:

Minor

## Illness

A team member catches the flu or some other illness.

Probability:

Moderate

Impact:

Moderate

Priority:

Moderate

## Client Leaving

The client has a financial crisis.

Probability:

Minor

Impact:

Significant

Priority:

Moderate