

# 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

## SIIM Innovation Challenge

It adds stress on the group, which can create a rushed program that has bugs.

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:

Significant

## Oculus Package

The Oculus package is creating many bugs for our project.

Probability:

Significant

Impact:

Significant

Priority:

Significant

## Due Date

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

Probability:

Moderate

Impact:

Significant

Priority:

Severe

## Bugs

Errors, flaws, glitches in the program that produce incorrect or unexpected results.

Probability:

Significant

Impact:

Significant

Priority:

Significant

## Headset Damage

Accidental drops occur during programming and user testing session.

Probability:

Minor

Impact:

Significant

Priority:

Moderate

## DICOM

Not getting a DICOM decoder for our program.

Probability:

Minor

Impact:

Significant

Priority:

Significant

## Illness

A team member catches the flu or some other illness.

Probability:

Significant

Impact:

Moderate

Priority:

Moderate

## VR Controls

The user can't see the keyboard or their hand, so using keyboard is not a good choice of control for VR.

Probability:

Moderate

Impact:

Moderate

Priority:

Moderate