# Top 10 Risks

Probability: Moderate Impact: Significant Priority: Significant

# Unity License

Accidental edit between education and personal version.

# Motion Sickness

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

Probability: Moderate Impact:

Moderate Priority:

Significant

# Data Corruption

Files become suddenly inoperable or unusable.

Probability: Minor Impact: Significant Priority: Moderate

Probability:

Minor Impact:

Significant Priority:

Moderate

Eye strain

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

# 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.

# Continuous Integration

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

# Client Leaving

The client has a financial crisis.

Probability: Minor Impact: Significant Priority: Moderate

Probability: Minor Impact Moderate Priority: Minor

# Illness

A team member catches the flu or some other illness.

Probability: Moderate Impact: Moderate Priority: Moderate

# Headset Damage

Accidental drops occur during programming and user testing session.

Probability: Minor Impact: Significant Priority: Moderate

Due Date

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

Probability: Moderate Impact: Significant Priority: Significant

Probability: Minor Impact: Significant Priority: Moderate