Risk Management

Name	Description
Changes to the Blizzard API	Major API changes to the blizzard API
Compatibility problems between each Project	We have split GottMusIg into 3 Projects
SimulationCraft API changes	Major API changes to SimulationCraft
Deadline Pressure	We dont finish until July
Framework compatibility	Many transient dependencies
SimulationCraft needs too many resources	Too much cpu and ram load
API Key not sufficient	We have 6000 requests per hour

Probability	Impact	Factor
unknown	very high	25 %
unlikely	very high	25 %
unlikely	very high	20 %
likely	low	10 %
medium	medium	10 %
high	medium	5 %
low	very high	5 %

Mitigation

Subscribing to the RSS feed, to get updates on API changes

Integration Tests

read developer updates on the website

keep the deadline in mind

Update versions only after communicating it

Host on powerful server

create several accounts for backup

Responsible
Leon Gottschick
Kamil Kalmus, Leon Gottschick, Christoph Emig
Christoph Emig
Everyone
Everyone
Christoph Emig
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