2805ICT PACMAN RISK REPORT

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At a glance

This document will contain the various risks that have been considered and planned against in relation to this project.

Process risks

Below, risks relating to the development of the game have been addressed and appropriately planned against.

Risk Identification	Type	Reduction Strategy
Risk 1 Difficulty meeting deadlines	ALARP	Consistent work. As long as consistent work is efficiently conducted on the development of the project, there should be no issues completing it in the allotted time
Risk 2 Difficulty in creating render functions for all the different characters and objects in the game	ALARP	Online examples. SDL and SDL image are development packages that have seen a lot of use over the years, this combined with the robust documentation strongly suggests that it won't be too difficult to render almost any object, or character provided a relatively simple image renderer is created, and sprite sheets are generated of the entities
Risk 3 Difficulty in generating the necessary art for the graphical display	ALARP	Most of the art is done. Art for the box map, and graph map has already been gathered, based on the old retro version, it is easy to say that, serviceable art can be made for the hexagon version, especially when considering the size and simplicity of the images.
Risk 4 Difficulty in designing the inner wordings of the hexagonal map feature	Intolerable	More planning and work required. Although the plan for this feature has not yet been completely finalised and ironed out, it is reasonable to believe that it should be able to display reasonably close to the box version; only requiring every second row to be raised a small amount and skewed to the left.
Risk 5 Difficulties in designing the inner workings of the graph map feature	Intolerable	More planning and clarification required. Currently it is theorised that this will take a complete reconstruction of most game systems granted that an adequate understanding is currently held by the development team. There will have to be more questions asked of the client in order in ensure the functionality desired from a 'graph' display.
Risk 6 Difficulties in insuring that the hexagonal map version has controls that feel intuitive	ALARP	Test groups. Once a control scheme has been developed, it will be tested against a control group to ensure it is easy and intuitive.
Risk 7 Difficulties in insuring that the graph map version has controls that feel intuitive	ALARP	Test groups. Once a control scheme has been developed, it will be tested against a control group to ensure it is easy and intuitive; however is highly likely it will be very close to the box map controls.

Product risks

Below, risks relating to the development of the game have been addressed and appropriately planned against.

Risk Identification	Type	Reduction Strategy
Risk 8 The game is too easy or too hard	ALARP	Constant play testing. The game will be constantly play tested by the developer and test groups to ensure that game is not too difficult, yet not too easy
Risk 9 The client is dissatisfied with the end product	Intolerable	Adherence to the requirements. Throughout development, care will be taken to ensure that the product fits the description of the product as described by the requirements.
Risk 10 the game may end up not working with other platforms	Intolerable	Constant testing. Once a method of compilation to other platforms has been discovered, the program will be regularly tested to ensure it correctly works on all the intended platforms.
Risk 11 the user may not be aware that the .dll's are required to run the game	Intolerable	Inclusion of a README. A README will be included with the game download which will include such information in addition to basic game / option instructions.
Risk 12 future work on the game may be difficult if new developers are brought in	Intolerable	Automatic generation of documentation. The Doxygen application will be used to automatically generate documentation to aid develops current, and in future.