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| --- | --- | --- | --- | --- | --- |
| Objective | Risk | Severity | Score | Risks | Actions |
| Network | 2 | 5 | 10 | Vulnerabilities | Ensure that the system is not vulnerable to any malicious interaction. |
| Accounts | 1 | 4 | 4 | GDPR | Limit type of stored data and where data is relevant unsure stored in accordance to GDPR. |
| Safeguarding | 2 | 4 | 8 | User safety | Limit interactions between user accounts. |
| Development | 5 | 5 | 25 | Time | Ensure that progress is made in accordance with work plan and actively update when system requirements change. |
| Testing | 3 | 4 | 12 | Engagement | Ensure in advance that participance are willing and have the appropriate time and resources to complete required testing. |
|  | 4 | 4 | 16 | Time | Ensure that time is left to testing can be completed. (See *development* actions.) |
| Matchmaking | 3 | 1 | 3 | Developing appropriate ELO/rank system may prove to be too complex. | ELO/rank system can be dropped in favour of random matchmaking if the former cannot be developed within the time constraints. |
| Bots | 4 | 2 | 8 | Developing appropriate bot system may prove to be too complex. | Bot system can be dropped if it cannot be finished in time. |