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| **Risk** | **Potential Impacts** | **Control Measures** | **Likelihood (1 – 5)** | **Severity (1 – 5)** |
| Creating enemy AI that wanders | The enemy AI way not roam around like what I intend, if this is the case then all of the enemies will stand in the same place, they spawn causing a pile up which can lead to performance issues by having too many actors in one place. | To stop this from happening I can use multiple methods, one changing the area that they spawn at after a time frame. Another being limiting the number of actors that a spawn in the same place by using a float. To help create the AI to roam I can watch tutorials to help improve what I already know. | 2 | 3 |
| Creating enemy AI that attacks player | There would be no goal to the game as the actor in the level won’t react to anything the actor does. Without this feature all the character will do is walk around. | I would watch tutorials to improve my knowledge on how to create animated AI actors that attack the character. | 2 | 4 |
| Create a boss AI | If I couldn’t not complete the boss for the game, it would still be playable but there would not be an end goal to it, instead you would just be attacking enemies over and over. | To ensure the boss is added and is functional I will time manage to make sure that I have enough time to be able to add a modified version of the enemy AI. | 2 | 3 |
| Create the levels | By not completing the levels there would essentially be no game as there would be nothing to be able to place the actors in. There game can be playable however if I create a minimum of 2 | By making a prototype level there is the ability to test features of the game, as well as this there is also room to add enemies to it allowing for a game to be created in a prototype level, even if it doesn’t look like how a game should. Prototyping can also allow for me to create levels quickly allowing for me to have multiple levels. | 2 | 5 |
| Adding all core mechanics to the player character | Without the core mechanics of the character the player would not be able to function correctly, this includes movement, attacks, and abilities. Without these the player would not be able to complete the game as intended or at all. | To prevent this, I would make the different mechanics in short iterations to ensure that they have all been tested and that they all work. | 1 | 5 |
| Sound files (voice) playing over each other | If sound files are constantly playing over each other then the player will not understand what is being said and can break some form of immersion. | To prevent this, I would use a Boolean to say if a sound is already playing, if it is then another sound won’t be able to play on top of it. | 1 | 1 |
| Players ability to deal damage | If the player can’t deal damage to any opponents, then the game will not progress so the player will not be able to complete the game. | In order to ensure this doesn’t happen I can use methods such as setting collisions on the weapons and if a collision is made to an enemy then it will damage them. | 1 | 5 |
| Players ability to take damage | If the player can’t take damage then it isn’t as game breaking as the ability to deal damage as the player can still progress, but if the player isn’t taking damage then the game isn’t being played as intended. | To prevent this I could use a similar method to the ability to deal damage but instead I cold set up collisions for the enemy’s weapons, if a hit is made then health will be subtracted from the player. | 2 | 3 |