

Risk assessment and mitigation

Group 30 Triple 10

Team Members:

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The Risk Management Process

The risk management process began with risk identification, where we brainstormed potential risks that may pose an issue during project development. After briefly assessing each risk, those with a lower probability of occurrence or severity were dismissed so that less time was wasted monitoring unnecessary risks. Continuing with our analysis, we discussed each risk and determined a likelihood and severity rating. Following analysis, we moved on to risk planning, which involved the development of strategies to prevent or mitigate each risk, then distributed them amongst the team so that each member monitors the risk during development, updating their possibility of occurring and impact as necessary.

Below shows our risk register which outlines any risks identified, listing their likelihood, severity, owner, and mitigation/avoidance strategies. In the risk register, we included an ID which allowed each risk to be easier to reference throughout the documentation, the mitigation column to create a plan for the worst-case scenario and an owner to manage this risk to prevent and mitigate.

The Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	Programmers become unavailable	L	M	We have 3 programmers so one should always be free	Labib
R2	Project	Game can't run on several platforms	L	M	Ensure we develop the game to be supported on several operating systems	Robin
R3	Project	Can't resize game window	L	H	Ensure we develop a method to resize	Robin
R4	Technology	Choosing the wrong library for our game	L	H	Look at the advantages and disadvantages of each library and ensure we choose the right one for our game	Kelvin
R5	People	Game too hard/easy	M	L	Ensure game balance is thoroughly explored and tested	Riko

R6	Team	Poor distribution of work	M	H	Organise what we're all doing together	Amy
R7	Team	Not having clear set goals	M	M	Set clear goals so we all know what we're doing	Amy
R8	Project	Program is littered with bugs making it unplayable	M	H	Have a good game design and clean code that makes debugging the game quick and easy	Labib
R9	People	Player unsure of how to play the game or what controls to use	M	H	Use standardised controls such as "wasd" and have instructions on screen to help users play the game	Robin
R10	Project	Loss of game files or information files	M	H	Make sure that we always have a backup of any files we're working on (especially the important ones!)	Amber
R11	People	Not meeting deadlines	L	H	Always have someone that's checking progress on a weekly basis and making sure that workflow is on track	Amber
R12	Project	Not meeting assessment requirements	L	H	The first things to implement in the game are the functionalities needed to complete the requirements.	Kelvin
R13	Project	Infrequent maintenance of the website	M	M	Make sure that as part of each weekly meeting we add a plan or add directly to the website	Riko
R14	Project	Report format unclear and hard to read/ not enough detail	L	H	Ensure report is reviewed by the group and meets assessment	Amy

		about our project			requirements	
R15	Project	Poorly designed website	L	M	Follow HCI design rules and heuristics	Robin
R16	Project	Inappropriate assets or assets we don't have a licence to use	L	H	Make sure that all assets fit the theme of the game and come from a trusted source	Kelvin
R17	Team	Badly managed risk management	M	H	Make sure that everyone keeps on top of the risks they're owners of to make sure that all risks remain well observed	Amy