|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **THREAT** | **CHANCE** | **SEVERITY** | **SIGNIFICANCE** | **COUNTER-MEASURES** |
| 6. The time planning may be inaccurate and the project may overrun. | MEDIUM  (0.6) | HIGH  (0.8) | MEDIUM  (0.7) | Have a time plan that leaves time at the end for unexpected problems. Have constant reviews and meetings to make sure everyone is up to date. |
| 4. A team member may be unavailable or miss their deadlines holding everyone else up. | MEDIUM  (0.4) | MEDIUM  (0.7) | MEDIUM  (0.55) | Have constant reviews and meetings to make sure everyone is up to date. If one member is causing a constant problem try to resolve the issue and document actions taken. |
| 3. Programmers might make changes that causes other peoples work not to function, or might make changes to other peoples classes that cause fatal errors | MEDIUM  (0.4) | MEDIUM  (0.5) | HIGH  (0.45) | Have strict version control and back ups to prevent overlap. Also implement a standard coding practice to let classes be more uniform and so more easily worked on by people unfamiliar with them. |
| 2. Losing pieces or all of the software and project. | LOW  (0.2) | HIGH  (0.9) | MEDIUM  (0.4) | Keep numerous back-ups at different locations, including hard and soft copies where appropriate. |
| 1. Group members may have conflicting ideas over what should or should not be in the game. | MEDIUM  (0.7) | LOW  (0.2) | MEDIUM  (0.35) | Have a management system to settle disputes as well as creating a concrete Game Design Doc to stop feature creep and prevent later disputes. |
| 5. Final deliverables may not be ready in time. | MEDIUM  (0.4) | HIGH  (0.9) | LOW  (0.6) | Have milestones with initial versions ready for every deliverable so something can be handed in if final versions aren’t ready. |

**Risk Analysis**

**Table 1 Risk Analysis**

Table 1 is a risk analysis quantifying the values to come up with an overall risk significance. This makes the individual risks much more easily comparable and so can making it easier to focus on the more significant. To come up with the final significance figure I used the equation

Sig = √Chance \* Severity

This has the effect of lowering the average risk but by doing so emphasises the more significant ones by keeping them high. This makes the major threats more obvious.

**1**

**5**

**3**

**6**

**4**

**2**

**High**

**Medium**

**Low**

**Membership**

**1**

**0**

**Risk**

**Figure 2 Fuzzy Logic Risk Analysis Graph**

Figure 2 visualises the threats on a graph to greater emphasise the more serious risks.