|  |  |  |  |
| --- | --- | --- | --- |
| Risk | Probability | Impact | Alternative |
| GPU becomes non functional | Moderate | Severe | Buy new GPU & use one in college |
| Non-GPU part of PC breaks | Unlikely | Severe | Purchase new part and continue development on college pc or laptop |
| Cannot pass arbitrary vector arrays to shader | unknown | Severe | Limit spline to finite points and pass them in as parameters OR remove engine and work directly with GPU library |
|  |  |  |  |