Risk Assessment

High likelihood – a very good chance of it happening

Medium likelihood – a moderate chance of it happening

Low likelihood – almost no chance of it happening

Large effect – could seriously derail the whole project

Moderate effect – Could set us back by a week

Small effect – Just a few hours of extra work

Programming risks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Likelihood | Effect | Impact | Prevention and/or mitigation |
| Libraries not working | Medium | Large | We will need to change a lot of code | We will test the libraries to ensure they work |
| Unreadable code | Medium | Small | Bugs could exist and may hard to fix | Follow clean code paradigms |
| Game doesn’t work | Low | Large | We will need to fix our code and check for bugs | This is a normal part of the software development cycle, mistakes will be made, but we can fix it |
| Conflicts using Github. The main programmers uploading and/or using the wrong versions of the code | Medium | Large | Move code around and perhaps write the code again | Make sure the programmers work on separate things |

Hardware risks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Likelihood | Effect | Impact | Prevention and/or Mitigation |
| The computers breaking | Low | Medium | The team member whose computer is broken will not be able to work | Back everything up to the cloud |
| Internet connection problems | Low | Medium | The team member whose internet is down long-term will not be able to communicate with us until their internet is fixed | Since our teamwork is entirely virtual, we will not be able to do much except wait for the their internet to be fixed |

Team risks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Likelihood | Effect | Impact | Prevention and/or Mitigation |
| Teammates dropping out | Low | High | We would need to be assigned a new teammate and pick up the slack | We can’t do anything if this happens, but we will pull together and persevere |
| Teammate going AWOL | Low | Medium | We would need to work harder together and track down the missing teammate | We will communicate with all team members to make sure everyone is doing ok |
| Team arguments | Low | Medium | It upsets our workflow and our work environment is disrupted. Plus, it’s displeasing for our team | Follow the Sussex Code of Conduct and treat each other with respect |
| Teammate not working | Medium | Medium | Other teammates may get annoyed at them and will have to pick up the slack | Give motivation to teammates and ensure workload for each teammate is reasonable |
| Miscommuncation | Medium | Medium | Could lead to issues where we are doing incorrect work or people doing the same work when they should be doing different things | Ensure everyone knows what to do at every step |
| Lack of communication | Medium | Medium | Things may not be done in time | Keep strong communication and have weekly meetings |

Organisational risk

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Likelihood | Effect | Impact | Prevention and/or mitigation |
| High expections where a teammate may be expected to do more than they can | Medium | Medium | Inadequate work or work simply not done | Manage expectations and ensure teammate communicates their abilities well. Also, only give teammates work they can do and support them if the workload is too much |
| Underestimate time taken to complete task | High | Medium | Work may not be done in time | Set realistic time expectations and schedules |
| Delegating tasks inefficiently | Low | Medium | Team is under/overworked | Delegate tasks appropriately and keep strong communication to ensure everyone is doing the appropriate tasks |
| Forgetting to delegate task | Low | Medium | Would be unable to progress to the next sprint cycle | Write all tasks out before hand and delegate all of them. Discuss new tasks at each meeting. |

Requirements Risk

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Description | Likelihood | Effect | Impact | Prevention and/or mitigation |
| Requirements changing | High | Medium | Rewrite code | Create a flexible coding solution that can be changed when needed |
| Ambiguity in the requirements | Medium | Low | We may create a solution that doesn’t satisfy the client’s requirements | Communicating with client continuously throughout the process |
| Choosing requirements the client doesn’t want | Low | Medium | Time wasted fulfilling unnecessary requirements | Good communication with the client and ensure what requirements are wanted and which requirements can be ignored |