

Preliminary Risk Assessment		Severity	Likelihood	Description	Mitigation
Production Risks		Severity	Likelihood	Description	Mitigation
Staffing					
	Too Many Designers	Moderate	Moderately Likely	We have 4 designers, which could make it difficult to coordinate our efforts and make a coherent game	The designers will always communicate about which parts of the game or documentation they're working on, and will frequently discuss each designer's strengths and weaknesses to best use their skills.
	Only One programmer	Low	Low Likelihood	We only have one programmer, which may limit our in-engine abilities	Some of the designers will act as programmers when needed, and all team members will make an effort to work in engine whenever possible to make it easier on the programmer.
	Only One artist	Low	Moderately Likely	Art has to be well researched and created in a short timeframe	Complete all research before the greenlight to create assets and simplify where ever possible.
	No Producers	Moderate	Very Likely	We have no producers on our team. This will make the production documents difficult since no one on the team is familiar with them.	The team will have to work collaboratively to communicate actively and ensure all of the work is done when it needs to be done. We will pass required producer documentation to whoever feels most comfortable doing it.
Project Management					
	Unskilled in Agile	Low	Moderately Likely	Our team is relatively unskilled in Agile development, which may make it more difficult to use user stories and tasks.	We will all put in our best efforts and ask for help with stories/tasks when we need it, and go to production tutors when we need more help.
	Scheduling Conflicts	Low	Low Likelihood	Team members have busy or inconsistent schedules.	Plan meetings well in advance and plan extra slots in the event a meeting has to be moved.
Financial					
	No Outside Tools	Low	Moderately Likely	We have no access to funds for the game, meaning we will be unable to purchase any assets or additional tools for development.	We will make sure all of our art and game plans are of limited scope, to ensure our team can complete all of the work without too much outside help.
	Limited Access to Research	Moderate	Moderately Likely	We have no funds to allocate to research, meaning we will not have access to any informational databases outside of the ones provided to us by the school.	We will make the most of our school e-library and in person library, as well as digital resources and access to any core professors' information in order to make sure our research is complete.
Tools					
	Git	Moderate	Moderately Likely	Many members of our team are still inexperienced with Git and its GUIs, which may lead us to merge and collaboration issues.	We will talk to our programmer whenever we're having Git issues, and bring those issues to tutors if they're things our programmer can't solve.
	Unity	Moderate	Low Likelihood	Some of our team members are not completely used to Unity development.	We will use the design tutors and online resources extensively, and aim to have the people more comfortable work in engine more often.
	Redmine	Low	Low Likelihood	Some members of our team are not used to using redmine for project management.	Team members will communicate with the rest of the team whenever they have issues so we can all work through them together, using outside resources if needed.
Art and Animation		Severity	Likelihood	Description	Mitigation
Creative Risks					
	Limited Knowledge	Severe	Moderately Likely	Limited knowledge on the culture and spiritual significance of the art created by the indigenous.	Heavily research the significance of art practices before referencing them or including them.
Implementation					
	Unclear Pipeline	Low	Low Likelihood	Pipeline is not yet clearly defined.	Define pipeline early on with programmer.
Design		Severity	Likelihood	Description	Mitigation
Creative Risks					
	Limited Knowledge	Severe	Moderately Likely	The people on our team are currently not very knowledgeable about the native people of Hawai'i or their history. This could become a problem for our game later on.	We will make sure to do more than enough research to get our understanding of the topic to a point where we can accurately represent the people in a game space.
	Clashing Ideas	Moderate	Moderately Likely	We have 4 designers, all with different ideas. These ideas may conflict with each other and cause some issues.	We will make sure to spend time talking through our ideas and will try to find compromises when conflicts do come up.
	Culturally Respectful Ideas	Severe	Very Likely	As this is likely a foreign culture to us, we want to be coming up with ideas that respect the culture and aren't insensitive or disrespectful.	With enough research and contact with the proper sources this issue can be mitigated due to newfound knowledge about the culture and their traditions.
Implementation					

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