Item	P	1	Risk (P*I)	Recognized	Mitigated/ Resolved	ROAM	How	
My project is too big (memory)	20	40	800	21-Mar-24	Resolved	R	Smaller data where possible, simplify project	
I cannot achieve realistic physics and easy user control	13	20	260	3-Apr-24	Mitigated	М	Focus on user control, see if gyro error can be reduced	
I cannot detect an unplayable random map	40	3	120	5-Apr-24	Resolved	0	Think of an algorithm that could solve this problem in the	he init function
I lose my gecko	2	13	26	21-Mar-24		Α	Get a new one from ESTORE	
I run out of time for variable maze size	20	3	60	26-Apr-24		0	Worst case scenario is not have this as an option	
			0					
			0					
			0					
			0					

