Risk Assessment

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| Type of Risk | Probability | Impact | How we can avoid |
| Illness of team member | Low – the chances of becoming so ill that a team member cannot do any work at all is slim | Low – may slow down but will not halt workflow | Getting the right amount of sleep, water and nutrients per day |
| Loss of Data | Medium – we must never underestimate this as it happens more than people think | FATAL – loss of any work will drastically slow down development | Backing up on a regular basis, uploading all work to online storage |
| Team member not pulling their weight | Low – I do not think the people in the team are ones to let down others | Medium – will slow down development if others have to cover | Keep motivation of the team high, Task reports will keep track of who has completed which task. |
| Team member not being able to complete their task / meet deadline | Medium – we are all in the learning process so may not be able to complete all tasks without help | Medium – will slow down development or even miss a milestone if team member does not ask for help early enough | Letting team members know that they should not be afraid to ask for help and everyone in the team willingly helping others in need |
| Game Releases (Digital Crack) | Medium – depends on the release but the main ones have already passed | High – this could be the reason no work gets done | More Self Discipline and restraint, give game disks to other members of team until tasks are complete |
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