10.5 Exercises

1. A) I would consider this a medium-risk situation, dependant on the skill of the team involved with the creating of the game. There is of course a high likelihood of such an event happening, but if proper scheduling strategies and budgeting were implemented before the start of the project, they would include such an event happening and therefore the effect on the project would be minimized. Extra hours would have to be put in to learning the new OS system and restructuring the game accordingly and moving forwards from there. A new, modified schedule would be presented and followed in order to allow for the game to be completed on time.

B) I would consider this a low-risk situation. The likelihood of such an event is unforeseeable, but the ‘good news’ would be that a new graphic artist can be hired immediately to continue the work and the effect and impact on cost and scheduling would be minimal.

C) I would consider this a high-risk situation that would grossly impact the timeline and budget as well as the restructuring of the team. Even though the likelihood of such a situation happening is highly improbable, if it did happen one month before the release of the game, very important decisions would have to be made with whether or not the programmers would be allowed to return to work and work overtime to stay within the timeframe, or new ones would have to be brought in to continue from where production stopped. Either scenario could cause significant delays of the game release and budgeting setbacks.

1. (see David Langen’s submission)