Risk Assessment and Mitigation

Group Name: Group 11
Group Number: 11
Group Members:
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<u>Risk Management Process:</u>

During the early stages of development we gathered as a team to discuss the possible risks that might occur and ways to mitigate them. When identifying particular risks we have taken the system and user requirements into consideration to identify any issues that might occur from the development itself. Other considerations we have made were based on availability of the team members and the tools we have used throughout the project.

While identifying the risks, we have assigned ownership of the risk supervision to every member in the team. The owner of each risk has been assigned based on the role of the team member and their specialisation.

Once the risks have been considered we have grouped them into different types: Project, Product and Technology. Each risk is given a likelihood and severity level which range from low to high, a mitigation strategy is also associated incase of the risk arising so it can be dealt with as efficiently as possible.

Risk Register:

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
1	Product	We were looking at adding additional features before our first implementation	L	L	Stick to the planned user and system requirements	Dom
2	Technology	libGDX is limited compared to other game engines such as Unity/Unreal Engine	M	L	Use additional libraries to add more functionality or create the necessary dependencies	Damian
3	Product	The borrowed assets might have licences	M	L	Find available open licence assets online	Zubair
4	Project	Team members under performing	M	M	Swap jobs with a more suitable member	Charlie
5	Project	Development delays due to technical issues	M	H	Solve the bug as fast as possible	Yousif
6	Product	Memory leak	L	H	Make sure the code doesn't cause any memory leaks before deployment	Yousif
7	Project	Inefficient code affecting performance	M	M	Optimise the inefficient code if possible	Tawfig
8	Technology	Conflicts and errors arising from poor version control practices	L	M	Set-up a system for version control	Damian
9	Product	User interface is not clear enough	L	L	Depending on the reason, rescale the menu or modify it to be clearer	Elijah