

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	Scope creep.	M	M	Set clear requirements.	Billy
R2	Technology	Inconsistent libraries.	L	H	Find workarounds online, if there aren't any then reevaluate.	Jacob
R3	Project	Team member becomes ill or otherwise unavailable.	L	H	Keep communication between group members so tasks can be taken over by other team members.	Billy
R4	Technology	Poor documentation	M	M	Iteratively document code as it's made; Javadocs at the least.	Jacob
R5	Product	AI produces art that breeches intellectual property.	L	H	Reverse google image search ai produced art. Use ai art sparingly only where royalty free art isn't available.	Billy
R6	Product	Library contains a bug.	M	M	Prefer libraries that are open source.	Sam
R7	Product	Compatibility issues from using outdated 3rd party libraries	M	M	Check developer release notes.	Sam
R8	Project	Poor quality assurance	M	H	Ensure good code testing.	Sam
R9	Technology	Team member accidentally deletes some code	L	H	Use version control system.	Billy
R10	Project	Two team members work on the same thing at the same time (ie duplicate work.)	M	L	Communicate what each member is working on, assign tasks each week so everyone works on different things.	Billy
R11	Project	Team members disagree on the correct approach to a deliverable.	H	M	The lead for each member of the project makes the final decision, this must be respected by all team members.	Billy
R12	Product	3rd party application works inconsistently across team members' machines	M	H	Find another suitable application for the task. If not available, assign the task to a team member whose machine supports the application.	Jacob
R13	Technology	Underuse of libgdx and other 3rd party libraries	L	M	Read docs fully so that team members don't implement features that already exist.	Jacob
R14	Business	Unclear licensing of assets	L	H	Do not use assets that have unclear licensing.	Jacob
R15	Project	Architecture disagreeing with implementation	M	L	Use scrums to discuss which version is better (the architecture/implementation), and change the worse one.	Jacob
R16	Project	Game being too hard	M	L	Get people to test the game, and see whether they can complete it in 5-10 minutes fairly consistently. If not, make the game easier	Jacob
R17	Project	User interface/Controls are unintuitive	M	H	Include controls on the main menu so that users understand all of the things that can be done in the game	Jacob