

How we managed risk

We felt that for the project to be successful we needed to be prepared for any problems or issues that may arise. This will manage the risk of the project being unsuccessful and hopefully allow the project to thrive.

We started collecting and evaluating risks from the first project meeting, this was important as it has allowed us to take risks into consideration as we planned our methods and approach to team organisation. We will collect risks in a risk register, the format of which was optimised to be as actionable as possible. For each risk we have a series of fields explained in the below table.

Risk Register Field	Description
ID	The ID of the risk, allows us to reference risks throughout the project.
Type	The type of the risk, either "Project", "Product" or "Technology". This allows us to consider the appropriate risks at any given stage in the project. For example if we are determining how the team should be organised we may focus on risk with the type "Project".
Description	Explains the risk so everyone can understand it and how it could occur.
Likelihood	How likely the risk is to occur, risks with higher likelihood should be considered more highly in decision making. Low ("L"), medium ("M") or high ("H").
Severity	How severe a risk would be if it occurred. Low ("L"), medium ("M") or high ("H"). For example a risk that would lead to the non completion of the project would be high as would a risk that would lead the project to fail to meet its brief.
Mitigation	What steps need to be taken to mitigate the risk.
Owner	A team member who takes ownership of the risk, they ensure any mitigations are implemented and the risk is considered going forward.

Thinking about and explicitly collecting risks was really important to the project. Whilst the project is relatively small and is by its very nature as a university project non critical, it is being developed by a group of inexperienced developers. Before starting the project we added all risks we could foresee to the risk register. As we worked on the project we encountered many risks we didn't foresee, for example R19 (see risk register) was added to the register after we had underestimated the amount of time it would take to create and render the game map leading to knock on effects on our development timeline as shown in our *Project Planning* document. In summary we found that the risk register allowed us to make more resilient plans and learn from our mistakes as we went. This was invaluable during this project and will continue to be going forward.