

Assessment Ref. No.		Activity Assessed	COMP3000							
Assessment Date	24/10/2025	Faculty / Directorate	Computer Science							
Assessor		School / Service	Engineering, Computing and Mathematics							
Version No.	1	Additional individuals involved in developing the RA								
Signature of Assessor		Signature of Academic Supervisor / Approver								
Risk Score Matrix					Risk Score and Description					
Severity					Risk Score	Risk Level	Category	Description		
	Insignificant	Minor	Moderate	Major					Fatal	
Likelihood	Very Unlikely	1 Green	2 Green	3 Green	4 Green	5 Amber	1 – 4	Low	Acceptable	No further actions needed
	Unlikely	2 Green	4 Green	6 Amber	8 Amber	10 Red	5 – 9	Medium	Tolerable/Adequate	Should be reviewed to ensure that there is nothing else that can be done
	Possible	3 Green	6 Amber	9 Amber	12 Red	15 Red	10 – 15	High	Undesirable	Immediately review current control measures, and where appropriate decide on further actions
	Likely	4 Green	8 Amber	12 Red	16 Red	20 Red	16 - 25	Very High	Unacceptable	Stop activity and make immediate improvements
	Almost Certain	5 Amber	10 Red	15 Red	20 Red	25 Red	<i>Likelihood (L) x Severity (S) = Risk Score (RS)</i>			

What is/are the hazard(s) involved with the activity being undertaken?	Who might be harmed and how?	What are you already doing to control the risk?	Risk Score with current controls in place			What further action is necessary? (Add these actions to the action plan below).	Target Risk Score Likelihood x Severity = Risk Score		
			L	S	RS		L	S	RS
Serious illness or injury	I would become seriously ill or injured, which would take away time to do the project.		2 - Unlikely	2 - Minor	4 - Low Risk		1 - Very Unlikely	2 - Minor	2 - Low Risk
Assets are not compatible with engine	Assets would have to be redone in a different app, or	Using Unity to code. When I decide to make the assets, they	1 - Very Unlikely	4 - Major	4 - Low Risk		Choose an item.	Choose an item.	Choose an item.

	game would have to be made in a different engine.	will be done in an app that is compatible with Unity							
Poor time management	Project would fall behind from incomplete sprint and would result in a lack of an MVP.	Attempting to keep a sufficient work-life balance and organising my time between my different modules' coursework	3 - Possible	4 - Major	12 - High Risk	Creating plans for each of my works would help outline the amount of time each week I have available and I can apply for extenuating circumstances.	2 - Unlikely	3 - Moderate	6 - Medium Risk
A series of bugs and errors	Depending on when the errors appear, it might remove the presence of a working MVP.	Internal testing throughout the game's creation and a final batch of testing at the end of the project before submission.	2 - Unlikely	2 - Minor	4 - Low Risk		Choose an item.	Choose an item.	Choose an item.
Loss of device, physically or technologically.	Ability to perform work would drastically decline without a device to code on.	Code is being stored in a version-controlled repository on GitHub. If I no longer have a device, I can still do the work on the lab computers, after downloading GitHub and Unity on it.	1 - Very Unlikely	2 - Minor	2 - Low Risk		Choose an item.	Choose an item.	Choose an item.
Lack of understanding	Ability to code and implement certain parts of the game may cause project to become delayed.		3 - Possible	3 - Moderate	9 - Medium Risk	Learning how to implement the exact functions I need, such as the grappling hook mechanic, ahead of time will greatly reduce the amount of time I will need to research when the problem arises.	2 - Unlikely	2 - Minor	4 - Low Risk
Failure to create assets	As I have no prior experience with creating 2d assets, a lot of time will be wasted creating subpar assets.		5 - Almost Certain	4 - Major	20 - Very High Risk	The use of the Unity Asset Store can help alleviate the work, by providing me with additional assets that would have taken me significantly longer amounts of time to produce. A more cartoon art style will also reduce the workload by making the models required more simplistic.	4 - Likely	2 - Minor	8 - Medium Risk

Refer to scoring matrix and likelihood / severity descriptors

Likelihood Descriptors

Likelihood of injury / harm	Examples	Score
Very unlikely	Good control measures are in place. Controls do not rely on a person using them (i.e. personal compliance with safety rules). Controls are very unlikely to break down. People are very rarely in this area or very rarely engage in this activity.	1
Unlikely	Reasonable control measures are in place but they do rely on a person using them (some room for human error). Controls unlikely to breakdown. People are not often in this area / do not often engage in this activity.	2
Possible	Inadequate controls are in place, or likely to breakdown if not maintained. Controls rely on personal compliance. People are sometimes in this area or sometimes engage in this activity and situations sometimes arise from this activity.	3
Likely	Poor controls in place. Heavy reliance on personal compliance (lots of room for human error). People are often in this area / engage in this activity on a regular basis / situation often arise from this activity.	4
Almost certain	No controls in place where there should be, exposure to the hazard is expected to occur in most circumstances. The activity is considered such high risk that it will certainly lead to injuries.	5

Severity Descriptors

Severity of injury / harm	Examples	Score
Insignificant	None or very insignificant injuries, health effects, damage or disruption to work. Short-term and/or localised environmental harm.	1
Minor	Cuts bruises, mild skin irritations, mild headaches and pains requiring minor first aid treatment. Minor property damage or disruption to work. Notable contributor to environmental harm.	2
Moderate	More serious injuries or ill-health requiring time off work or a hospital visit for example burns sprains, strains, short term musculoskeletal disorders, cut requiring stitches, back injuries, fractures to fingers and toes. Short term absence relating to physical or mental health issues. More serious property damage or disruption. A significant contributor to environmental harm.	3
Major	Broken limbs, amputations, long-term health problems or longer absence. Acute illness requiring medical treatment. Loss of consciousness, serious electric shock, loss of sight. Major property damage, major disruption to work. A major contributor to significant environmental harm.	4
Fatal	Injury or ill-health which leads to death either at the time, soon after the incident, or eventually, as in the case of certain occupational diseases, such as asbestos-related cancers. Catastrophic business losses. The major contributor to significant environmental harm.	5