Risk Assessment

Cohort 1 Group 8

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We discussed any risks presented to our project as part of the first phase of risk management, risk identification - whether they be a risk to the product or business for example. We collected our ideas via brainstorming and mindmapping, then filtered out any risks we decided were not worth mentioning in our risk register, either because they were incredibly unlikely, inconsequential or both.

At this point, we created a risk register for our project to tabulate any and all risks that we consider relevant to the development of our project. Each risk was assigned an ID to easily identify risks when communicating with each other about specific risks. We then classified them, specifically as product, project, product and project or business. Risks were also given a short description.

Once the identification phase of our process was complete, we focused on determining the significance of each risk - specifically, we focused on how likely each is to happen, and if it does, the severity this would represent. We did this by assigning 'low', 'medium' and 'high' to the likelihood and severity for each of our risks in the risk register.

We then moved on to the planning phase. We began this phase by assigning each risk to a specific team member, as an 'owner'. We assigned the risks so that if any one team member was absent, the effect on the project would be minimised - for example we evenly distributed the tasks across team members and for any classification of risk, more than one team member was responsible for the risks falling under that classification. For example no single person was responsible for all 'product' risks. We often discussed the current state of the project and the current status of the risks we were all assigned (for example if they still pose the same level of severity, or if they are now likely to happen), to ensure that the project was still running smoothly. Any changes could be reflected in the risk register.

We would also consider taking action when necessary - we added a section for the mitigation strategy for each risk in our risk register, which described what we would do to mitigate the risk upon its occurrence. Or, if a risk presents an increased likelihood of happening now, we could suggest assigning another team member to it, to ensure that the risk is contained.

We also agreed to exchange messages via discord whenever we noted that there was a change to our risks, to ensure there was a consistent process for monitoring our risks and being synchronised as a group when monitoring and mitigating them.

Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Product and project	The original aims of the project become unrealistic later into the development process	L	M	Development targets can be adjusted to be more achievable, while still meeting all project requirements	Tom
R2	Product	A large amount of bugs are found in the game	H	L	Bugs and issues can be identified first, given a priority to fix, then fixed in order so the game is as bug-free as possible	Andrew
R3	Project	A team member is permanently unavailable	L	H	Development targets may be lowered if needed, and the workload of the missing team member can be split between remaining team members	Tom
R4	Product	Libraries or tools used in the project become unavailable	L	M	Features relying on the missing tools/libraries will be redesigned to the best of our ability with the closest alternative to the missing tool/library	Roy
R5	Project	A team member becomes unavailable to due to illness	M	M	Temporairily reallocate the focus of the remaining team members accordingly if needed	Tom
R6	Project	The code does not have enough/good quality documentation	M	L	Regularly review the documentation throughout the project to ensure it follows a specific style and quality	Andrew
R7	Business	The game is involved in a dispute regarding intellectual property/copyright	L	M	All aspects of the game will be checked for compliance according to intellectual property legislation	Tianqi
R8	Product	Some content in the game is culturally insensitive	L	H	The relevant individuals could be consulted to ensure a given item is not insensitive in-game	Tom
R9	Project	The website doesn't function properly	L	M	Test the website on multiple systems and	Nicholas

					thoroughly check that all its links work	
R10	Product	The game is not accessible to members of our target demographic	M	M	The game should be tested at many different resolutions, framerates and display modes. It should also be tested for disabilities such as colourblindess	Nicholas
R11	Product	The game does not meet enough of our requirements	M	M	We should make sure to read through our requirements while implementing and after we think the game has been finished	Andrew
R12	Project	The product is not consistent with our submitted documents or our submitted documents are not up to date (e.g. architecture, plan etc.)	M	H	We have to make sure to regularly go over all of the sections in our project to make sure that everything is up to date	Andrew
R13	Project	The game does not display sufficient information to new players on how it is played.	M	H	We have to ensure that the game contains sufficient tutorials	Andrew
R14	Project	The game is too easy or difficult	H	M	We should playtest the game thoroughly, potentially asking people outside of our group for their opinion on the difficulty	Andrew
R15	Business	The game does not comply with other regulations such as those involving age ratings	L	H	We will consult individuals who are knowledgeable in the topic of regulation to ensure that the game complies with the necessary regulations.	Tom