

Risk Assessment and Mitigation

Team: No

Team Members:

- Jack Burman
- Sam Churchill
- C Lloyd
- Sam Ralph
- Rebecca Wardle
- Jiacheng Wu

Previous Group

Team: Vega

Team Members:

- Chloe Wardle
- George Grasham
- Lewis McKenzie
- Matthew Rogan
- Haopeng Zhu
- Benjamin White

We decided to format our risk assessment using a table, shown in the table below. We decided that our level of detail would include likelihood, severity and mitigation strategy for each risk. We chose these three risk factors as it allowed us to keep track of each risk based on how likely they were to happen, but also what impact this could have on our project if it were to happen. Initially, we had considered assigning a responsibility to each risk, however we decided that we could instead review risks as a whole group and tackle them together if necessary.

ID	Risk	Risk Type	Likelihood	Severity	Mitigation strategy
R 1	LibGDX slow on user hardware	Product	L	M	Optimise the program to decrease processing time
R 2	LibGDX incompatible with user OS	Product	L	H	Evaluate using another library
R 3	Inability to access code on GitHub	Project	L	H	Have all important code stored in a secondary location
R 4	Meeting chair becomes unavailable	Project	M	L	Secretary takes over
R 5	Secretary becomes unavailable	Project	M	L	Librarian takes over
R 6	Librarian becomes unavailable	Project	M	L	Report editor takes over
R 7	Report editor becomes unavailable	Project	M	L	Meeting chair takes over
R 8	Change to user requirement	Project	L	M	Team meeting to alter requirement plans
R 9	Application too large for user's device memory	Product	L	M	Optimise the application to reduce size
R 10	Game not enjoyable enough for the user	Product	M	H	Play test the game and discuss possible changes in team meeting

