Risk Assessment and Mitigation

Team: No

Team Members:

- Jack Burman
- Sam Churchill
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- Sam Ralph
- Rebecca Wardle
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Risk Assessment Format

We decided to use a risk register to track our risks and mitigation strategies. Each risk has a unique ID so it can be referenced specifically elsewhere as well as a type, which identifies whether it relates more so to the product or project management. Following that is a brief description outlining what the risk is, along with how likely it is to occur and its potential severity of impact on the project. Then each risk has a mitigation strategy our team should follow to reduce the likelihood of it happening. The owner of the risk should review the risk's likelihood and severity at least once a week to ensure it is being tracked. This encourages the team to constantly mitigate the risk throughout the project so the final product is sufficient and completed on time. Some risks can be identified before the project begins because they are generic to team projects whereas others may be identified later and can be recorded after discussion with the team.

Risk Register

ID	Type	Description	Risk Likelihood	Risk Severity	Mitigation	Owner
R1	Product	Game responds slowly on customer hardware	L	H	Discussing hardware specs with customer	Whole team
R2	Product	Graphics don't clearly represent what they should	H	M	Ask people what the graphic might be within the context of the game	JB
R3	Product	Game crashing	L	H	Extensive testing and debugging	SR
R4	Product	Game not enjoyable for customer	M	H	Play testing	Whole team
R5	Project	Some requirements overlooked	L	H	Thorough planning and regular review of requirements	CL
R6	Project	Team member(s) become unavailable	L	M	Structure team so anyone can take over a task	JB
R7	Project	A team member attempts to implement something another already has	L	L	Regular and clear communication between team	CL

					members	
R8	Project	Failure to fully implement game by deadline	L	H	Constant progress by multiple team members on implementation	SC
R9	Product	Implementing unnecessary features	M	L	Stick to design where possible and discuss deviations with team	JW
R10	Product	Artwork not finished before deadline leaving placeholders in final version	H	M	Make placeholders sufficient for playing the game	JB
R11	Project	Unclear plan leading to confusion of tasks and responsibility	M	M	Discuss tasks and plan for next week with each member in meeting	SR
R12	Product	Game contains bugs/not playing as intended	M	M	Attempt to fix as many bugs as possible in testing	JW
R13	Project	Code not very readable/not well commented so hard to understand	L	M	Review each others code to ensure clarity	RW