

## Back Up Plans

### **Risk 1 - Overworking or Not Working Enough**

What Does This Mean:

- Doing too much work will be hard to fully document, or the work will not be what is supposed to be done until later when other things are supposed to be finished by other team members
- If someone doesn't know what to do and does not ask for a task, that can heavily hinder the progress of the entire project

Solutions:

- When starting a new task, tell the producer/game director and make sure they document it
- Ask the game director/producer what to do if you are unsure what to work on

### **Risk 2 - Missing People**

What Does This Mean:

- When people are absent, especially without notice, that can heavily stunt the progress of the project

Mitigations:

No Game Director - Producer subs

No Producer - Director subs, with the help of other leads

No Art Lead - Artist subs

No Sound Lead - Other sound specialized team member subs

No Tech Lead - (in this case) Director subs (since he is the other programmer of the team)

No Game Designer - Programmer or Tech Lead subs