**Risk Register and Assessment Matrix**

**COMP3000**

**Computing Project**

**2022/2023**

### **Project Title**

ChessAI – A Chess Practice Tool

### **Project Lead Developer / Manager**

Callum Organ

### **Project Supervisor**

Lingfen Sun

### **Links**

Source code:<https://github.com/ORG4N/ChessAI>

|  |  |  |  |
| --- | --- | --- | --- |
| Document Revision History | | | |
| **Date** | **Ver.** | **Description** | **Changed by** |
| 20/10/2022 | 1 | Created Register and Matrix document. Filled with common issues, and previous issues from other assignments. | Callum Organ |
|  |  |  |  |

### **Risk Assessment Matrix**

* Find additional information about each risk by finding corresponding ID within the Risk Register.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | Impact | | | | | | | | |
| Low | | | Medium | | | High | | |
| Likelihood | High | **R10** |  |  | **R3** | **R5** | **R13** | **R1** | **R2** | **R11** |
|  |  |  |  |  |  | **R12** |  |  |
|  |  |  |  |  |  |  |  |  |
| Medium |  |  |  |  |  |  | **R9** | **R15** |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Low | **R6** | **R8** |  | **R7** | **R17** |  | **R4** | **R16** |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |

### **Risk Register**

* All the following risks will have Responsibility assigned to the project Lead Developer.
* Detailed Mitigation and Contingency plans can be found on the GitHub repository [in progress].

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Date Raised** | **Description** | **Category** | **Likelihood** | **Impact** | **Priority** |
| R1 | 20/10/2022 | User stories badly defined – scope too great, not concise. | Planning | High | High | High |
| R2 | 20/10/2022 | User stories prioritised incorrectly – main functionality is not the core focus. | Planning | High | High | High |
| R3 | 20/10/2022 | Test cases aren’t detailed enough. | Testing | High | Medium | Medium |
| R4 | 20/10/2022 | Documents / code stored on local storage becomes corrupted. | Technical | Low | High | Low |
| R5 | 20/10/2022 | Unplanned work – requirements are identified later within the project. | Planning / Development | High | Medium | Medium |
| R6 | 20/10/2022 | Technical issues preventing code/documents to be pushed to remote repository. | Technical | Low | Low | Low |
| R7 | 20/10/2022 | Lead developer unable to attend bi-weekly meetings. | Schedule | Low | Medium | Low |
| R8 | 20/10/2022 | Project supervisor is unavailable. | Schedule | Low | Low | Low |
| R9 | 20/10/2022 | Behind on schedule – deadline has passed but deliverable is not complete. | Planning / Schedule | Medium | High | Medium |
| R10 | 20/10/2022 | Lead developer has insufficient knowledge on relevant subjects. | Planning / Development | High | Low | Low |
| R11 | 30/01/2023 | Assignment deadlines for other modules are approaching and conflict with sprints. | Planning / Schedule | High | High | High |
| R12 | 30/01/2023 | Project member is having personal life difficulties and finding it hard to focus on or start on sprint items. | Personal | High | High | High |
| R13 | 30/01/2023 | Vacations are upcoming and may conflict with sprints. | Planning / Schedule | High | Medium | Medium |
| R14 | 30/01/2023 | Unknown assessment dates stop planning decisions from being made effectively, with justification. | Planning / Schedule | High | High | High |
| R15 | 30/01/2023 | Changes to technology being used; technology needed is not well defined. | Technology | Medium | High | Medium |
| R16 | 30/01/2023 | No access to computer so can’t work on code. | Technical | Low | High | Low |
| R17 | 30/01/2023 | No access to computer so can’t work on documentation. | Technical | Low | Medium | Medium |
| R18 |  |  |  |  |  |  |
| R19 |  |  |  |  |  |  |
| R20 |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |