Risk Assessment

This risk document goes through the risks that could occur in the project. The below details each risk and how it will be mitigated. Each risk has:

- An unique ID, to identify the risk
- A Type, to segment the risks into what is affected
- Description, the description of the risk/what issue could arise
- Likelihood, Low/Medium/High (L/M/H) to detail how likely the risk is to arise
- Severity, Low/Medium/High (L/M/H) to detail how large of an effect this will have on the project
- Mitigation, how the risk is being mitigated
- Owner, the owner of the risk. The person who will check that the mitigation is being followed and that the risk is not currently occurring. Overall monitoring the risk

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
PR1	Project	Dependencies not finished before moving on to a new section	L	M	We won't start any new sections until we have had a meeting to discuss it and to make sure that we have finished all the dependencies first	Owen
PR2	Project	Team member becomes unavailable/low participation	L	H	Regular meetings to ensure participation	Robbie
PR3	Project	Part of the project has a bus factor of 1	M	H	Ensure at least two people work on each part of the project to increase bus factor	Jude
PR4	Project	All the team gets covid and have bad reactions	M	M	Have team meetings virtual where possible and wear masks when together	All
TR1	Technology	UI library is slow or difficult to use.	M	H	Do extra research into this area to ensure at least one member of the team knows how the UI library works	Wynn
TR2	Technology	Files lost due to crashes or power outages.	L	M	Regular "pushes" to the Github repository and google docs to ensure data is	Robbie

					saved.	
ER1	Estimation	It takes longer to complete a section of the project.	M	H	Each section is separated and given to each team member. If the team member needs help/change sections they can ask via the group chat.	Robbie
R1	Product	Game pacing is too slow	H	H	Testing of the game's pacing will be done to fine-tune it.	Alan
R2	Product	Game takes too long to load	M	H	Testing and simplifying processes will be used to reduce load time	Wynn
R3	Team	Team has disagreements/can not delegate tasks	L	H	Issues in the team will be addressed as soon as they are identified,	Robbie & Jude