**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 saved. | Robbie |
| 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/cannot delegate tasks | L | H | Issues in the team will be addressed as soon as they are identified, | Robbie & Jude |